BRITAIN'S BEST SELLING SPECTRUM MAG!

YOUR SINCLAIR

June 1990 Number 54
£1.70
With Complete Game!

INSIDE!
- HOW 2 HACK New series!
- SAM Surgeon He's back!
- WIN! Sony CD!



Rock Around The Clock With *Back To The Future II!*

'ERE WE GO !!

Score With The Ultimate YS Guide To SOCCER ON THE SPECCY!
You'll be sick as a parrot if you miss it!

Who's The Cat That Won't Cop Out When There's Danger All About..?

SLY SPY SECRET AGENT

MORE GAMES THAN ANY OTHER SPECCY MAG!

Hot Rod
Turrican
Vendetta
Pipe Mania
Bloodwych
Dynasty Wars
Lords Of Chaos
Fiendish Freddy

SMASH TAPE No 31

Oh no! Don't say your Smash Tape's gone missing AGAIN?!? Your best bet is to ask your friendly newsagent if he (or she) is keeping it safe for you. (Otherwise it looks as if you're a bit scuppered, we're sorry, to say.)

SHAKEN NOT STIRRED...

M X C

FUTURE...











SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops1 The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. Athousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip,Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable amoury of stunning moves. Take your techniques to the streets

SHADOW WARRIOR...
the hero of the nineties.

ECUNDUS

ean

Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650



KICK OFF

The award winning, chart topping and international best selling soccer simulation of all time!

- Best Arcade game 16 bit '89
- Europes best soccer simulation '90
- Elspa game of the year
- 16 bit game of the year!

Emap golden joystick awards

Featuring:- Pixel Perfect passing
Blistering Pace
Superb tacticle play

"Has to be the best football simulation yet" ST USER

"Most playable soccer simulation in binary history" C & VG 88%

"Boots the other football simulations over the cross-bar" Zzap 96%

"Simply the best football sim" New Computer Express

GARY LINEKER'S HOT SHOT

Play in a full scale eleven-a-side football game complete with sliding tackles, throw-ins, corners, goal kicks, fouls and even the dreaded referee with his red card.
Will you have what it takes to match the shooting skills of England's Gary Lineker's Hot Shot.

International soccer replaces Gary Lineker's hot shot on Atari ST and Amiga.

TRACKSUIT MANAGER

A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

Play defense, attacking or man to man marking
Offside trap, sweeper system or possession football

- Genuine goal-kicks, corners and throw-ins
- Crunching tackles, fouls, penalties, bookings and sendings off
- 54 computer managed squads from around the world all with individual tactics

"The best ever football managerial game ever, in the history of the World" C & VG 9/10

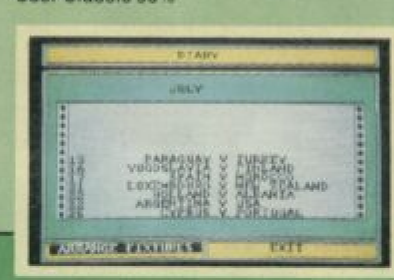
The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%







AVAILABLE FOR
ATARI ST AMIGA C64 (CASSETTE + DISK)
AMSTRAD CPC (CASSETTE + DISK)
SPECTRUM (CASSETTE + DISK)

EMPIRE

4 The Stannetts, Laindon North Trade Centre, Basildon, Essex, SS15 6DJ Tel. No. (0268) 541126

CONTENTS JUNE 54

10 SMASH TAPE
We've almost come full circle this month with *Ballbreaker II*, a brilliant bat-and-ball type game very reminiscent of one of our first-ever Smash Tapes – *Batty*! Only this time it's been turned on its side! Uh? Read all about it – and our fabulous playable demo of Megagame *Pipe Mania* – on these very pages!

53 *YS* SOCCER SPECTACULAR
Five pages packed to the staples with all you ever wanted to know about Soccer On The Speccy (but were afraid to ask)! Mini reviews of classic groundbreaking games, hints on how to write your own and even a list of (almost) every footie game ever made – it's all here! Plus, a World Cup Cash-In scorecard, so you can follow all the new footie games as they're released. You'll be over the moon, Brian!

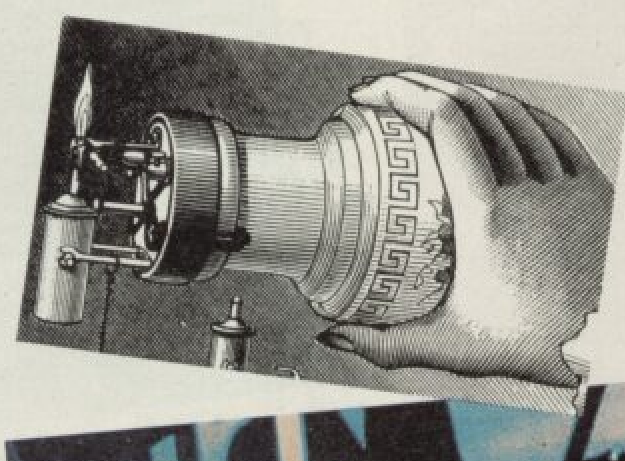
REGULARS
6 PSSST
Who invented the wheel? How did man discover that spooky hot thing called fire? Don't know? Then join us as Pssst investigates the wonderful world of inventions and discoveries!
16 *PIPE MANIA* COMPO
Win the biggest, bestest CD Hi-Fi system you've ever seen (well, almost), courtesy of Empire and *Your Sinclair*!
21 BACK ISSUES
22 LETTERS
How to write a Star Letter, Bud Pico and some wibbly missives from some of our, ahem, more senior readers – they're all here!
33 TIPSHOP
Jonathan Davies with tips on everything from *Double Dragon II* to *Rainbow Islands*. Plus *Dr Berkmann's Clinic*, *Practical POKEs* and more!
37 TIP CARDS
42 *YS* SUPERSTORE
43 *SLY SPY* COMPO
Win a funky 35mm Fuji Compact Zoom Camera in our brillo *YS*/Ocean compo!
44 HOW 2 HACK
Blimey! Get ready for some serious reading as Jon North begins our limited series on the fine art of cracking games! Everything you ever wanted to know (but couldn't understand) and more!
46 *SLY SPY* POSTER
49 SAM SURGEON
All the latest on our cuddly Coupé chum!
58 ADVENTURES
Mike Gerrard and his pet beard with news, reviews, readers offers and more (much more!).
70 PROGRAM PITSTOP
72 SUBSCRIPTIONS
77 INPUT OUTPUT
79 ON SPEC
90 NEXT MONTH


18


82


26


53


6


66

GAMES
REVIEWS
Full Price
12 *Bloodwych* Image Works
26 *Defenders Of The Earth* Enigma Variations
40 *Delta Charge!* Thalamus
76 *Dynasty Wars* US Gold
82 *Fiendish Freddy's Big Top O' Fun* Mindscape
14 *Hammerfist* Activision
28 *Hot Rod* Activision
68 *Lords Of Chaos* Blade Software
31 *Pipe Mania* Empire
83 *Sonic Boom* Activision

Bargain Basement
50 *Enterprise* Mastertronic
51 *Football Champions* Cult
51 *Hopping Mad* Encore
50 *Matchday* The Hit Squad
50 *Overlander* Encore
51 *Pinball Power* Mastertronic Plus
50 *Raster Runner* Mastertronic
51 *Wonderboy* The Hit Squad

Adventures
60 *Crack City* Zenobi

PREVIEWS
Megapreviews
66 *Back To The Future II* Image Works
18 *Sly Spy Secret Agent* Ocean
84 *Turrican* Rainbow Arts

Future Shocks
90 *Dark Century* Titus
88 *Hostages* Infogrames
88 *Vendetta* System 3

YOUR SINCLAIR

Editor Matt Bielby
Art Editor Kevin Hibbert
Production Editor Andy Ide
Design Assistant Andy Ounsted
Advertising Manager Mark Salmon
Advertising Executive Simon Moss
Production Co-ordinator Melissa Parkinson
Publisher Greg Ingham
Assistant Publisher Jane Richardson

Your Sinclair, Future Publishing, 30 Monmouth Street, Bath BA1 2AP
Tel (0225) 442244 Fax (0225) 446019

Subscriptions *Your Sinclair* 1 Harman Road, Enfield, Middlesex EN1 1LB
Tel (01) 646 1031

Cover Illustration Glen Fabry

A Future Publication

Fire was discovered by man exactly 964,000 years ago this month. So strap yourself to a cupboard (invented 3000 BC) and join us as PSSST uncovers some of the greatest 'man-made miracles' since the year dot (whenever that was!)...







ANARCHY ANDY AND THE CRAYONS FROM FUTURE!

Yikes! We've just remembered, we haven't introduced you to Andy Ounsted yet! Eagle-eyed readers will've noticed his name crop up in the masthead last month under the description 'Design Assistant', and that's exactly what he is. Andy's hobbies include riding his rather crap motorbike, collecting T-shirts from rather crap punk bands and, um, that's it really. (Looks like he's having trouble working out just what those 'pointy wooden doofers with coloured ends' are - his words, not ours. Perhaps we'd better send him back.)



FIRE

The biggie. Without this funny hot stuff, not much else would have been invented. It was discovered by a sort of hairy ape person 964,000 years ago. There aren't any records of the name of this ancient bloke, so let's call him Alan for convenience. Alan didn't just wake up one morning and think "Hey, today I'm going to try and find something that makes other things hot" – it was all really a matter of luck. Alan had discovered a hut, you see. Well, sort of. It was in fact a tree, and Alan was sitting underneath it, shading from the fierce sun and trying to kill an ant he'd found on a piece of stone – by hitting it with another piece of stone. Luckily for Alan, both pieces of stone just so happened to be made from flint. The dried grass beneath him suddenly burst into flame, and within minutes his 'hut' had burnt to the ground. Scratching his head, Alan tried to comprehend what had happened, and eventually came to a conclusion – which was that the ant had made the fire. So he decided to show his chums. He went ant gathering and stone gathering and put on a little fire-making display – which was only partly successful (because not all the bits of stone he'd gathered were made of flint). Alan, however, put his partial failure down to the fact that not all ants contained the 'burny stuff', and so experimented with many different species. It wasn't until 2,000 years later that another ape-type person clicked that the rocks alone were the key, and that the ant part of the equation could be cancelled out. Unfortunately, by then, four hundred species of ant had been rendered extinct.

FIVE THINGS THAT WOULDN'T HAVE BEEN INVENTED WITHOUT THE DISCOVERY OF FIRE

1) The Fire Engine
2) The Hot Air Balloon
3) Boiled Eggs
4) Radion Automatic Washing Powder
5) Findus Crispy Pancakes

THE LIE DETECTOR

Everyone thinks that the lie detector is quite a modern piece of kit – but that's not the case. Many early tribal cultures had their own methods of discovering if someone was telling heaps of massive fibs. For instance, the Bedouin of Arabia required conflicting witnesses to lick a red hot iron – the idea being that the liar would emerge with a burnt tongue. This worked because the person who was telling the pork-pie underwent the physical reaction of fear – which led to



THE WHEEL

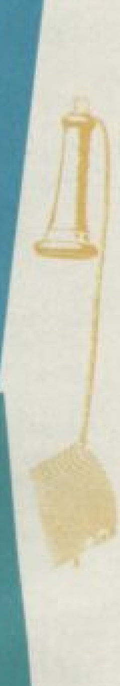
An artistic stone age person (the same ape/bloke who drew all the buffaloes inside the caves) had been staring at the sun for a while and decided to make a sort of small statue of it. He did a couple of preliminary sketches on a bit of rock, sharpened his flint tools and went to find a tree. After a bit of hacking and rubbing down (with the back of an unconcious armadillo) he had a three inch thick wooden disk, two feet in diameter. More importantly he had the sun in his hands. Maybe the sun in the sky wouldn't hide behind the mountains that night. Maybe he'd be promoted to chief or something. He was very excited. On the way to show his creation to his pals the clot tripped over and his beloved statue went rolling down a hill and over the edge of a cliff. The wheel was born.

FIVE THINGS THAT WOULDN'T HAVE BEEN INVENTED WITHOUT THE DISCOVERY OF THE WHEEL

1) The Austin Allegro/Maestro/Metro
2) Smarties
3) The Magic Roundabout
4) Nigel Mansell's Bank Balance
5) Potatoes

THE SHOE

People have always had feet – and the trouble with feet is that they a) get cold in winter and b) get hurt when they step on sharp objects. Surprisingly enough, nobody seemed to have thought of a way to get around these unpleasant facts until about 1500 BC. It was the Egyptians of course. Those oh-so-clever Egyptians. They invented sandals of plaited fibre. But were these weedy sandals any good for strutting your funky stuff across a dancefloor covered in pools of grubby lager and glass shards? No. So the Egyptians weren't actually as clever as they thought. It took the Dutch to come up with the real answer – the clog, a shoe made entirely of wood. Clickety clickety clack. (Well done, Holland.)



FALSE LIMBS

Anyone today who gets a leg hacked off in a motorcycle accident or an arm caught in a threshing machine need not fear – they can have a brand spanking new limb, made out of the finest plastic, stuck onto the stump. This is all thanks to Ambroise Paré, a Parisian surgeon who lived in the 16th century. He invented the things. They weren't quite the same in his day though. For instance, his first false leg was made out of iron, the knee didn't bend – and the whole thing weighed about three tons. Things have come on quite a bit since then – as WWII air ace Douglas Bader would tell you (if he wasn't dead, that is). Douglas was able to fly hundreds of missions in his Spitfire – even though he didn't have any legs at all. He'd had a pair of lightweight 'falsies' specially made, you see. Eventually he got shot down over France, and was captured by the Germans. They 'confiscated' his false legs so he wouldn't escape. But he did escape – he shuffled his way to Switzerland.

THE CLOCK

Primitive man didn't really need a clock, as his day was simply divided into two – either the sun was up and it was light, or it was down and it was dark. However, as humankind became more civilised, and people had to meet to 'have lunch' and stuff, it was deemed necessary to split the day up into more segments. So, one day in ancient Greece, a lot of numbers were written down on pieces of paper and shuffled around in a hat. Then one was picked out. It was the number 24 – the day was to be split into 24 different units. "We need to make it more complicated," said one of the scholars present (except he said it in Greek). "How about splitting each of those 24ths into 60ths, and then each of those 60ths into further 60ths?" "Brilliant!" cried his chums. Then one of them made a clock.

Why On Earth? Dept No 1

An Italian software house called Digimail SRL has managed to come up with rather an interesting piece of software – a 'ZX Spectrum Emulator' for the Commodore Amiga!! Apparently it works on both Amiga 500s and 2000s and comes with a hardware interface allowing you to load 48K Spectrum programs directly from a tape recorder, then save them onto Amiga disks. Digimail SRL claims it works with virtually all 48K software, and in the Black And White option runs it (almost) as fast as the Speccy. (In proper Speccy colour mode everything happens significantly slower, as with most emulators.) Game freezing, Kempston interface emulation and printing capabilities all work with it too!

You realise what this means of course – the SAM Coupé is no longer the only new machine you can run all your old Speccy games on! We've asked them to send us one so we can test it on the *Amiga Format* Amigas lurking just down the corridor, so more news as and when!!

BARBED WIRE

Almost everybody's had an encounter with this nasty stuff at some time in their lives. You know the average scenario – trying to clamber sideways through a barbed wire fence, with one strand below you and one above. And you know what happens next, don't you. That's right – your jumper gets snarled up on the bottom strand, so you desperately try to untangle the thread. While you're doing that several other pieces of your clothing get snared as well and you lose your balance and fall over – which results in ripped clothing and about 80 little scratches which eventually go septic. And do you want to know who's to blame for inventing barbed wire? *(Not really. Ed)* None other than Lucien Smith, who lodged an American patent in 1867. What a bounder!





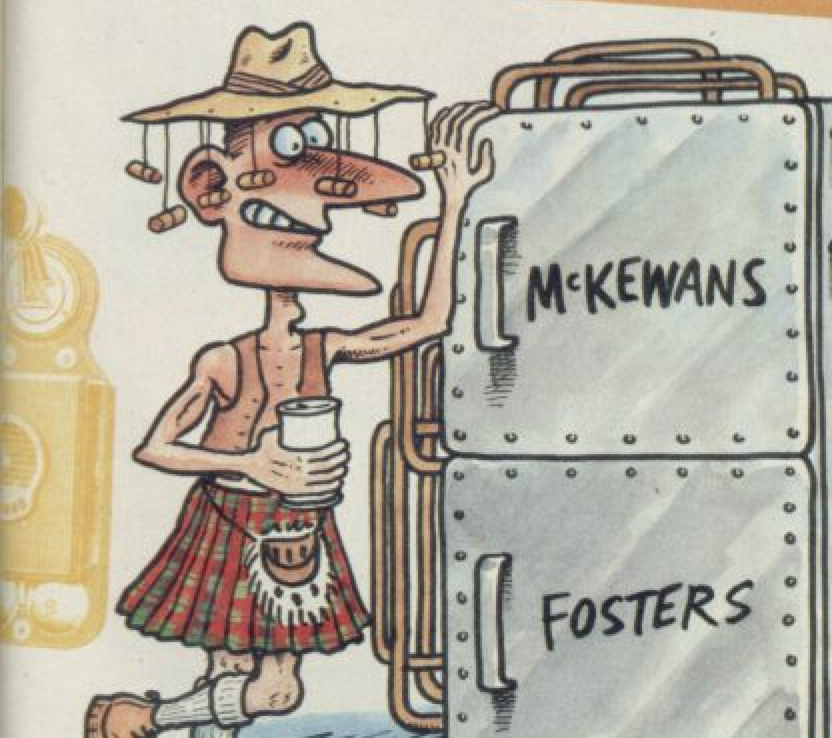
constricted throat muscles and extreme dryness of the throat and tongue. So the liar didn't have any saliva to cope with the heat of the poker, and so the tongue got singed. Mind you, it's dubious wether that method would have worked on Roy Hattersley – even while experiencing fear he still produces enough saliva to float the Queen Mary, eight tugs and a lilo.

NUCLEAR REACTORS

What an interesting invention the nuclear reactor is. By sticking one weird substance into another weird substance you get heat, which drives turbines, which in turn produce electricity. Better than that though is the bi-product. Radiation. Loads and loads and loads of the stuff. You can do all kinds of interesting things with radiation, such as a) put it in giant containers and bury it under the ground; b) put it in giant containers and drop it into the sea; c) put it in giant containers and leave it lying around in fields; or d) not bother putting it in giant containers at all, and let it 'waft' so that people living nearby can have as much as they want for free (enabling them to produce three-headed offspring).

CLINGFILM

What goes together like bacon and eggs? The answer is fridges and clingfilm. Although you probably take it for granted, clingfilm hasn't actually been around for that long – it was only invented 15 years ago. The trouble with clingfilm is that as well as clinging to dishes and plates it also tends to be rather good at clinging to itself. This means that it takes eight attempts to cover a plate of corned beef – resulting in one beautifully stretched piece of almost invisible plastic and seven discarded semi-transparent balls. (Clingfilm can also be stretched over the bowl of a lavatory, as a thigh-slapping party jape.)



THE REFRIGERATOR

Early man had problems if he didn't quite finish his hog liver (or whatever) and wanted to save the remains until the next day. The only thing he could do was embark on a mammoth trek to the arctic circle where the unfinished meal could be buried in a little bag underneath the freezing snow. The trouble was that this journey took the best part of 20 years, so early man decided that it was simpler not to have any left-overs in the first place. It wasn't until 1837 that a Scottish bloke living in Australia realised that evaporating ether cooled down whatever substance it was applied to. So he built a box thing with pipes all over it. In the pipes was ether, and the first fridge was created. He filled it with tomatoes, carrots, cucumbers and lettuce. Within three weeks they'd gone all damp and furry – setting the style for fridge vegetable drawers as we know them today.

Tzers

• Audiogenic has bought its very first coin-op licence, and boy is it weird! *The Exterminator* takes us around a *Brookside*-style estate, with each house constituting one level – you, of course, play the 'Exterminator' (ie bug killer chappie), on a mission to crush, spray, squash and blast every wasp, spider and creepy-crawly in the place. Against almost photo-realistic backdrops (but not on the Speccy of course, ho ho) the waves of insects scroll towards you on a sort of rolling road/floor arrangement, while your two disembodied hands (or single hand if you're playing in one-player mode) wave around in space at the sides of the screen, just waiting for the insects to approach. The whole effect is really weird – like some sort of mad cross between *Klax*, *Op Wolf* and *Them* (the movie). Blimey! Keep an eye out for it later in the year.

• Footie games are hitting the shelves thick and fast – with two new Kenny Dalglish licences scheduled for this year, along with a management game *Superleague Manager*, all from new(ish) label Impressions. For a complete update on the Speccy footie scene, check out the giant mega-feature this issue.

• Gremlin Graphics is starting work on converting Psygnosis' gorgeous 16-bit mega-hit *Shadow Of The Beast* to the Speccy! Sounds a bit ambitious, doesn't it (after all, the Amiga original is better known for its spectacular graphics than for its enthralling gameplay), but no, insists Gremlin boss Ian Stewart, it shouldn't be any great problem at all. You see, underneath those award-winning visuals there actually lurked a pretty nifty little scrolling arcade adventure. In fact, Gremlin is so impressed that it's planning, if all goes well, to start up some sort of permanent 8-bit conversion arrangement with Psygnosis.

• And talking of Gremlin, guess who its newest employee should turn out to be? Yes, it's none other than Sean Kelly, ex-*Zero* Dep Ed and all-round *YS* good egg! So what are you doing up at Gremlin then, Sean? "Well, I'll basically be assisting the Software Manager, which means I'll be helping with the development of new games, making sure they all play well and so on." So if Gremlin brings out some crap games in the future we'll know who to blame, eh? "Um, yes, I suppose so. But we won't be bringing out any crap games!" We shall see...

• Navy SEALS. Any idea what they are? Nope, neither did we, until Ocean told us. "They're sort of like the American SAS but they go in boats and things. *(More like the SBS then. Ed)* Did you see *The Abyss*? There were some in that, and there was one in *Baywatch* recently too. Anyway, there's a new action film coming out later in the year called, spookily enough, *Navy SEALs* starring Charlie Sheen and Michael Biehn (the bloke out of *The Terminator*, *Aliens* and, again, *The Abyss*), and we're doing the conversion. It'll be out at Christmas." Keep an eye out for *Robocop II* and *Top Gun II* as well - Ocean's got the licence to both of these. Hurrah!

• *Ford Q8 Rally* is the licence eventually attached to the Thalamus 3D rally game mentioned last month. Released in the summer, plans include packaging it with a little Dinky-style model of the four-wheel drive Ford Sierra featured in the game.

• News just in that the basic SAM Coupé takes a price rise from £169 to £179 shortly, just as a replacement schedule for the slightly dodgy ROM chips featured in the first machines is announced. All new machines will go out with the new improved ROM, while earlier ones will get their's replaced in due course. More Coupé stuff in Robin Alway's *SAM Surgeon* column later in this issue.

• Next Christmas will see Krisalis' interpretation of the famous cult TV series *Hill Street Blues* hitting the Speccy. Quite how the game will work is unclear as yet – but we can't quite see the complicated plotlines of the original coming over too well.

Hong Kong Fuey, Number One
Super Guy
Hong Kong Fuey,
Quicker Than The Human Eye
He's Got Style Like A Groovy Guy
And A Car That Just Won't Stop
When The Going Gets Rough He's
Super Tough
With A Hong Kong Fuey Chop!
(Ahem.)





Cartoon games, eh? Where would we be without them? Well, we wouldn't have one hundred and one forgotten or slightly woofy cartoon characters cropping up on our Speccies, that's for sure. Who could forget Thomas The Tank Engine, Postman Pat, Count Duckula, Sooty And Sweep... the list goes on. And they're nearly all from the Alternative stable.

But that pesky Alternative won't have it all its own way for much longer! Here comes Sheffield's Hi Tec Software label with a whole host of new budget products based on the Hanna Barberra cartoon characters. Not only is there a new Yogi Bear [illegible] game on the shelves, but some of other once-famous Saturday morning TV stars will soon be hitting the Speccy for the first time too! Watch out for *Yogi's Great Escape* (based on a Yogi feature film, apparently), Ruff And Reddy (not very famous, those two), *Atom Ant*, and our own favourite *Hong Kong Phooey* (Number One Super Guy) all at £2.99. Check out *Bargain Basement* for the reviews soon. Hurrah!

Elite Back In The Speccy Game!

Actually that's nothing new of course we've told you of the veteran software house's plans for more full-priced licenced product before (and that means Speccy versions along with everything else). What we haven't mentioned are the specific games. And here's the first one – *World Championship Soccer*, a Sega coin-op licence scheduled for the middle of November this year (okay, okay, we know that's ages, but it's better than never, isn't it, Spec chums?). We don't know very much about the product as yet, except it's an overhead viewpoint jobbie, like *Kick Off* et al. More news on this and other new stuff from Elite as and when – just don't hold your breath!

CHARTS

FULL PRICE

This Month	Last Month	Game
1	1	*Rainbow Islands* US Gold
2	NE	*Ninja Spirit* Activision
3	NE	*E-Motion* US Gold
4	NE	*Black Tiger* US Gold
5	NE	*Dan Dare III* Virgin
6	2	*Chase HQ* Ocean
7	4	*Batman The Movie* Ocean
8	RE	*World Champion Boxing Manager* Goliath
9	3	*Gazza's Super Soccer* Empire
10	10	*X-Out* Rainbow Arts

BUDGIES

This Month	Last Month	Game
1	3	*Fantasy World Dizzy* CodeMasters
2	NE	*Spherical* Rainbow Arts
3	NE	*Assault Course* Players
4	NE	*Micro Mouse* Mastertronic
5	NE	*Matchday* Hit Squad
6	NE	*Quartet* Hit Squad
7	5	*Paperboy* Encore
8	NE	*Wonderboy* Hit Squad
9	NE	*Blasteroids* Kixx
10	NE	*Platoon* Hit Squad

Compiled by Virgin Megastore, Oxford Street, London W1.

Blimey! It's MicroProse's First Coin-Op!

We're all familiar with the magical words 'coin-op conversion' aren't we, Spec-chums? Well here's a bizarre(ish) twist on the normal turn of events – instead of a product from the likes of Konami, Irem and Sega turning up in much truncated form on the Speccy, software house MicroProse is taking things the other way round with the launch of its very first coin-op! MicroProse Games (a new division of the company we all know and love as MicroProse Software) is all set to go with *F-15 Strike Eagle*, a 3D vector graphics (like *Hard Drivin'* etc) shoot-'em-up cum flight sim. No news yet as to whether MicroProse will convert the thing to the Speccy though.



Dusty Fleming's Great Haircuts Of Our Time
No 3 The Farrah Fawcett

Without a doubt Farrah's bouncing, blow-dried tresses were THE hit of the 1976 TV season. As Jill, the only blonde in the trio of girlie private detectives that made up Charlie's Angels, Farrah was a 'wow' – suddenly girls all over the country were trying anything and everything to give their hair more body, and the sales of Sun-In went up 200%. It was a look that lasted too – while other such seminal cuts as 'the Purdey' have been since consigned to the historical scrap-heap, Farrah's relaxed yet glamourous look is still popular the world over – just look at *Baywatch*!



SAM Soccer

With the SAM Coupé specific version of US Gold's *Strider* looking less and less likely, it's possible that D&H Games of all people (you know, the strategy specialists) will come up with the first independent program to make full use of the Coupé's 256K memory and colour capacities. The game? *Football Director II*, available on disk and cassette any time now, priced £19.99. Of course, we'll have a full review when we get our hands on it.

World Cup Cash-In No. 428

Software houses aren't the only people hoping to cash in on the World Cup fever soon to be sweeping the terraces. Take Dynamics Marketing, for instance – the joystick people. They've got a new World Cup version of their well known Competition Pro stick due any time now, called the Comp Pro Goal and finished in ten different colour schemes to match the kit of some of the most important teams competing in this summer's event! The strips of England, Brazil, Spain, Italy, Belgium, West Germany, Holland, Scotland, Sweden and the USA (?) will all be knocked out in the initial batches, with others possible if enough people worldwide demand them! Hurrah!





DELIVERANCE
Stormlord II
Underground in Hell, is where Stormlord commences his mission to free the fairies held captive by followers of the wicked Black Queen.
Travel through caves, mines, crypts and forests until eventually reaching Heaven, where Stormlord will face Saint Peter himself.
Brilliant blast'em-up, shoot'em-up with strategy gameplay.
Due for release May 1990.
Commodore, Spectrum and Amstrad cassette £10.99
Commodore and Amstrad disc £14.99
009820
009820
HEWSON
For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax: (0235) 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.
NICK

Q. What's long, floppy and makes a horrible mess all over the floor?
A. Smash Tape No 31 if you hold one end of the tape and throw the rest of the cassette across the room!
But don't do that! It's full of fab games! First of all there's the brilliant old full-pricer *Ballbreaker II* from CRL, absolutely jam-packed with balls, blocks, triangle-shaped doofers and all the rest of it. Then there's an entirely playable demo of Empire's *Pipe Mania* – four levels (plus a special bonus level making five!) of plumbing fun. That's totally brill as well. All in all, the whole tape's a birrova good 'un!

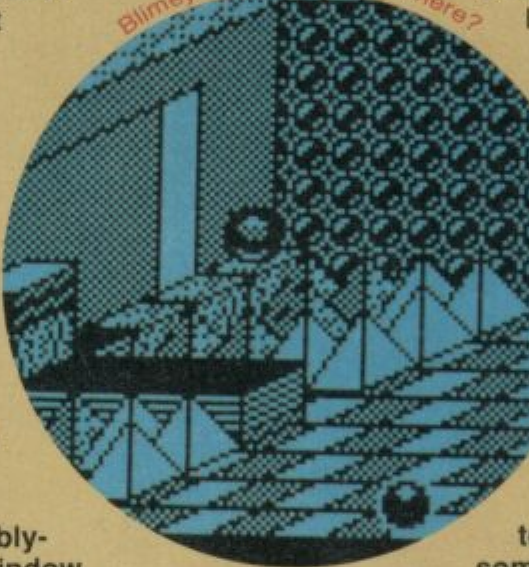
BALL[BREAKER II]

CRL

You'll love this one. No, really. In fact, you can tell that it's going to be brill because it's the sequel to something, so that's one thing it's better than already! (If you catch our drift.)

Actually the game's a bit like *Breakout*, or even *Batty* (an early *YS* Smash Tape), but with one novel twist – the whole thing's flipped over onto its side! Yep, it's in 3D. Even without the use of funny-coloured glasses you'll probably find the effect so realistic that you'll have to keep diving behind the settee to avoid being hit on the nose by the ball.

Set in the year 2047 (or something) it features all the usual *Arkanoid*-type bits and pieces – there are balls, a bat to hit them with and lots of blocks to knock away, but (but! but!!) that's not all! There are also a number of startling, step-back-and-probably-fall-out-of-the-window innovations to consider.



Blimey! What's going on here?

Firstly there's the (initially) incredibly difficult-to-come-to-terms-with 3D, but don't forget that you come equipped with a gun from the word go too! That's right – as well as knocking out blocks you can BLAST them away! (You've only got a limited number of shots though and too much indiscriminate blasting tends to make it easy to forget where the ball's going – so take it easy.)

Each screen is made up of odd combinations of different blocks. Some of them just score you points when taken out, but others do funny things to your bat, and sometimes explode! There are even some aliens to kill who

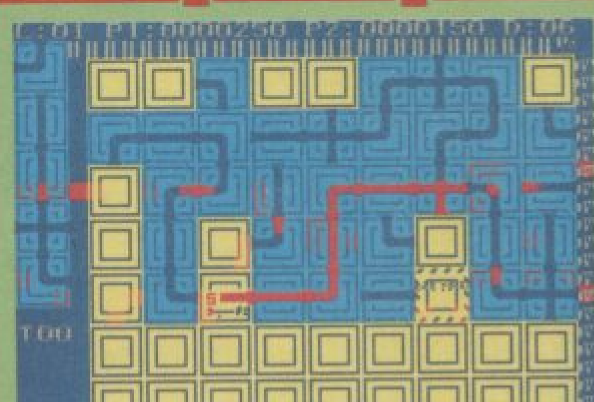
PIPE MANIA

Empire

Pipe Mania looks set to be one of the fabbiest games of the year, if not the rest of the millenium! It really is that good! And if you don't believe us check out this playable demo (and then the rave review later on in the ish!).

Bits of piping is what it's all about, and lots of 'em. Load it up and you'll see what we mean. There's a pipe-dispenser on the left-hand side of the screen, in which appear different-shaped sections of pipe – it's your job to place these on-screen as they appear, hopefully building up a complete network, through which water (or rather a horrible slimy gunge stuff) can flow. Just find the starting point (which is already on the screen, marked with an S) and build from it as far and fast as you can go. But build it up fast, 'cos after a few seconds' grace the gunge starts flowing. Yikes! If it reaches the end of the pipe it'll squirt out and go everywhere, so keep adding bits on sharpish!

The trick is to get the gunge to flow through a certain specified number of bits of pipe each level, after which you're off the hook and can go to the next screen. Remember, if you get a piece of piping you can't initially use, stick it somewhere else on-screen where (hopefully!) you'll be able to bring the flow around to link up with it later on! You only go onto the next level when the gunge reaches the end of the pipe, so once you're sure you've used up enough bits you can press Enter to hurry things on a little.



Glug, glug, glug! Anyone seen *The Blob*? Well, here comes its green gunk cousin!

And that's about it. Simple (like all the best games) but just try playing it – you'll be hooked!

Want a few hints and tips? Well, okay. The more bits of pipe the stuff flows through the more points you get, so for extra points, lay the pipeline in complicated patterns. For example, you'll get extra points every time the gunge crosses itself at a junction.

Our demo, brill though it is, only contains four levels from the actual game, plus a wacky bonus level (a bit like *Tetris* in fact, this one – see if you can work it out for yourself). To have a go at the rest of them (and there are loads), you'll need to go out and spend some dosh on the complete game. (Don't worry though – it'll be worth it!)

TAPE NO 31

BREAKER II

CRL



The little aliens have to be shot with missiles, not hit with the ball.

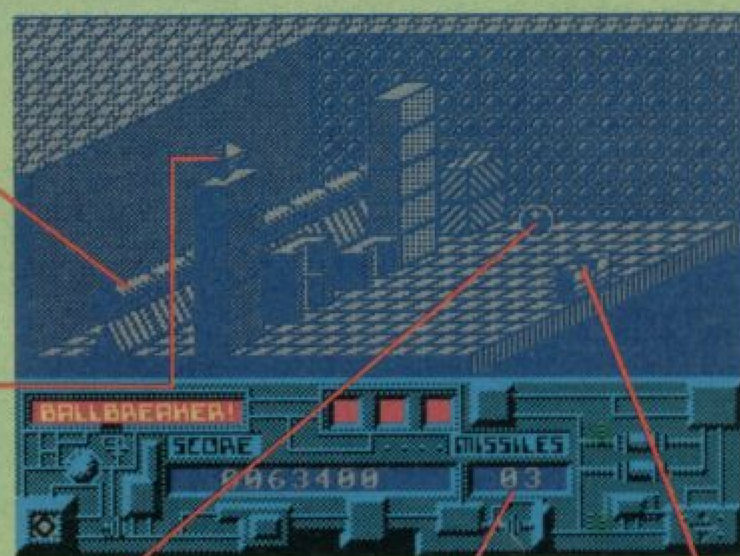
waddle on on the later levels.

The game's got absolutely loads of screens (30-ish, all with names like 'Adrian's Wall' and 'Sphere We Go Again'), and they've been designed by a selection of industry celebs – Ian Andrews (the big cheese at Incentive) had a go at one, Jez Sands (who programmed *Starglider* and things like that) did five, the Zen Room (CRL's programming people) obviously cobbled together most of the rest of them while Clement Chambers (CRL boss) and even Simon Rockman (who?) stuck their oars in too. Quite impressive, and, believe you 'us', the quality shows! It's a corker!!

TAPE TRUBBS

Oi! Get down off that window ledge! We've got the solution to your problem! Assuming, that is, you've got Tape Trubbs. (Otherwise, we don't really want to know.) The symptom is simple but a bit of a bind – your Smash Tape won't load. (Ug!)

But – hurrah! – here we have the solution, and it's equally simple but a lot less painful. Just extract the offending article from your tape deck and send it, along with an sae, to *YS* Tape Returns No 31 *Ballbreaker II*, Ablex Audio Visual Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Then sit back in anticipation for a couple of weeks and a gleaming, working and generally lovely new tape will be yours.



See these sausage shaped things? Each one of these will give you five extra missiles!

Get this diamond doofer and you should be able to jump to the next screen!

And here's the bouncy ball thing you're meant to control with the bat.

Cripes! Shoot the sausages! We're running out of missiles!

Judging just where to place the bat can be murder!

BALLBREAKER CONTROLS
A = Up; Z = Down; O = Left; P = Right;
Shift = Fire (Redefinable)

PIPE MANIA CONTROLS
Define your own keys

BALLBREAKER II / PIPE MANIA

YOUR SINCLAIR

YS SMASH TAPE NO 31

BALLBREAKER II

A complete game from CRL

Plus

PIPE MANIA

Five levels of an imminent release from Empire

Ballbreaker II/CRL

Bouncing ball japes in glorious, grabs-you-by-the-collar-and-prods-you-in-the-eye 3D.

© *Your Sinclair*/CRL

Pipe Mania/Empire

Five whole levels of an ace new puzzley game with syrup-like addictiveness.

© *Your Sinclair*/Empire

BLOODWYCH

YOUR SINCLAIR MEGAGAME

Imageworks/£9.99 cass £14.99 disk



Rich Until pretty recently, presenting an ST or an Amiga game as complicated as *Bloodwych* to a programmer and saying "Here, convert this, matie," would've got you a bit of a laugh but not much else. It certainly wouldn't have got you a game. Things seem to have been changing a bit recently though – take *Times Of Lore*, *The Bard's Tale*, all those Freescape games – massive things crushed down into 128K (and even occasionally 48). *Bloodwych* is as big as any of those, but it's got a genuine two-player option too! Blimey! (Little wonder really that we've been waiting a good year to review the pesky thing!)

Hang on a mo though – bigger doesn't always mean better, does it, Spec-chums? Cramming this sort of involved stuff it into a paltry 48K and expecting a decent game (and one that plays at a reasonable speed) might be asking a bit much, don't you think? Might *Bloodwych* turn out to be a brave try that's actually a little bit crap? Well, there's only one way to find out, isn't there? Read on..!

At first glance, this looks exactly the same as all those other gigantic icon-driven arcade adventures I've been talking about. Yep, it's all there – the daft plot, the never-ending manual which seems more like the complete works of Shakespeare than a set of instructions, the squillion keyboard controls, acres of boring rooms and pointless tasks to fulfil. Hmmm. Sounds 'promising'...

No doubt you won't want to plough your way through the hefty manual – I tried and couldn't actually understand it *(Try reading the English version. Ed)*. So, like me, you'll probably want to jump straight into the game instead, preferably grabbing a nearby friend on the way so you can do it two-player style. While you're at it, you'd better choose your characters from the selection screen, all of whom've got ridiculous names and various abilities, spells, possessions and wotnot. Each player controls a party of four, which means the lot of you will be eaten alive by some lunatic monster, not just one. A quick(ish) load from the tape (or, indeed, disk) and you're away.

Each player controls his (or her) own half of the screen – so in two-player mode you can play the thing completely separately, or, more usefully, co-operate with each other (more on that later). The main action takes place in a window in the middle of your half, whilst the icon system fills up either side. Maybe it's just me, but usually I find most icon systems completely impossible to use – I never know what's actually going on. There's none of that here though, oh ho no – this one's dead simple. Just move your cursor about (with keys of your choice) and click on whichever icon you want to use – some icons revealing new menus. The icons even bear some resemblance to their function as well. Wow! This means that you'll actually be able to get into the game after about five or ten minutes, rather than the two or three weeks which it usually takes with this sort of thing, and all with practically no help from the manual at all.

Moving your characters about is equally simple – you take control of one, and his (or her) other three buddies straggle closely behind. Before you start, it's a good idea to strategically position your group to make the most of their best points. For example, put the physically strongest ones and the ones with the largest weapons (ahem) at the front, and the ones with guns or bows at the back. Everyone's an individual in this game!

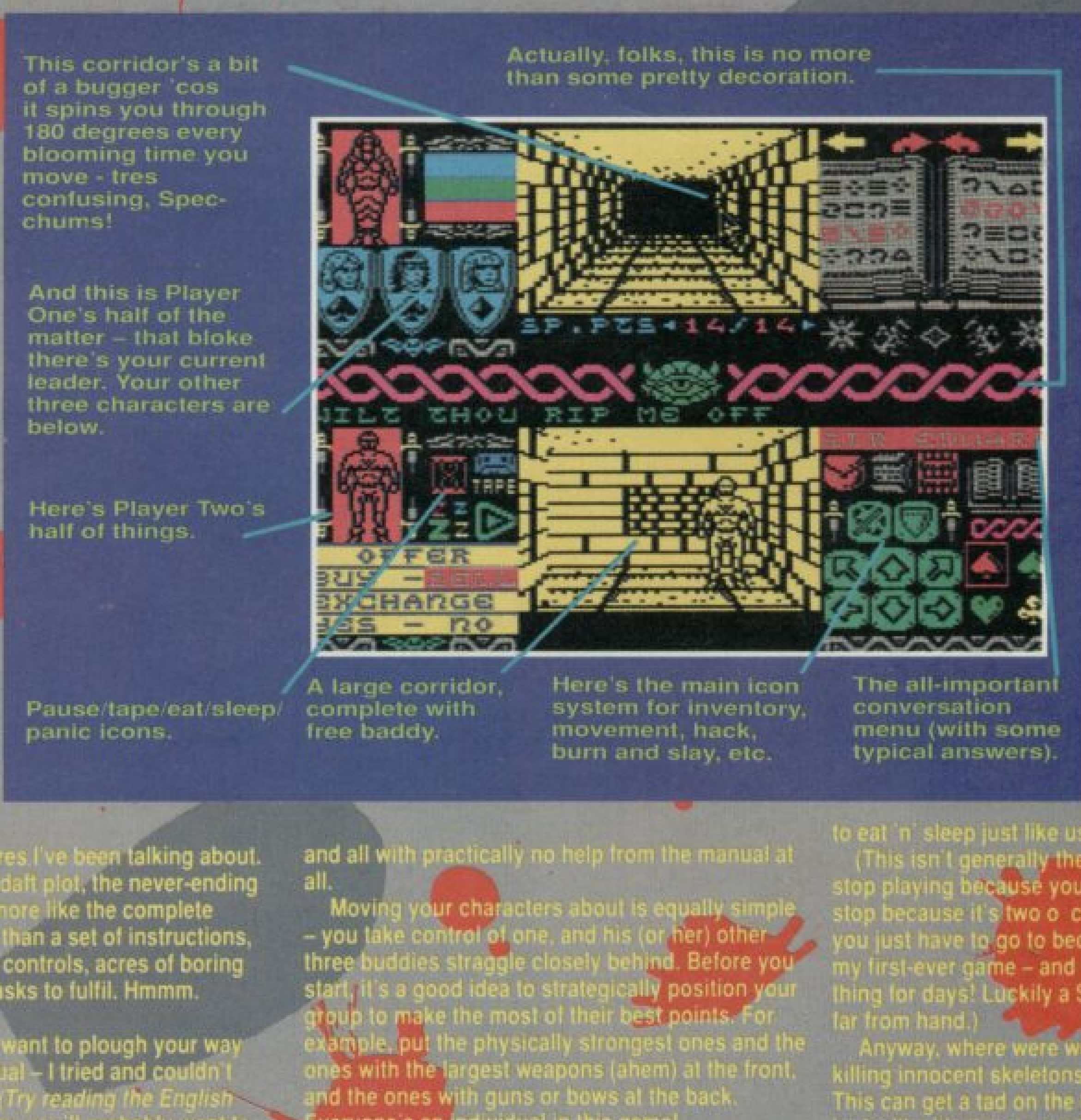
Okay, so I've chosen my characters and I'm set to go. I think I'll explore along here. Yikes! A skeleton's just jumped out in front of me. I wonder who he is? Maybe I should say hello before I hack him to pieces. (You never know, he may even give me something.) Whip your cursor over to the communicate icon and up springs the conversation menu. Now you can chat for a while, flog him some of the junk you've picked up along the way, or even invest in a bargain or two. Wait a mo, he's talking to me – you can fully communicate with all the characters in this game, even if it's only a polite request to go away. He seems to be trying to sell me something. Eek! Now he's waving his arms about frantically in the air (with some pretty dodgy animation, too)! What's going on?

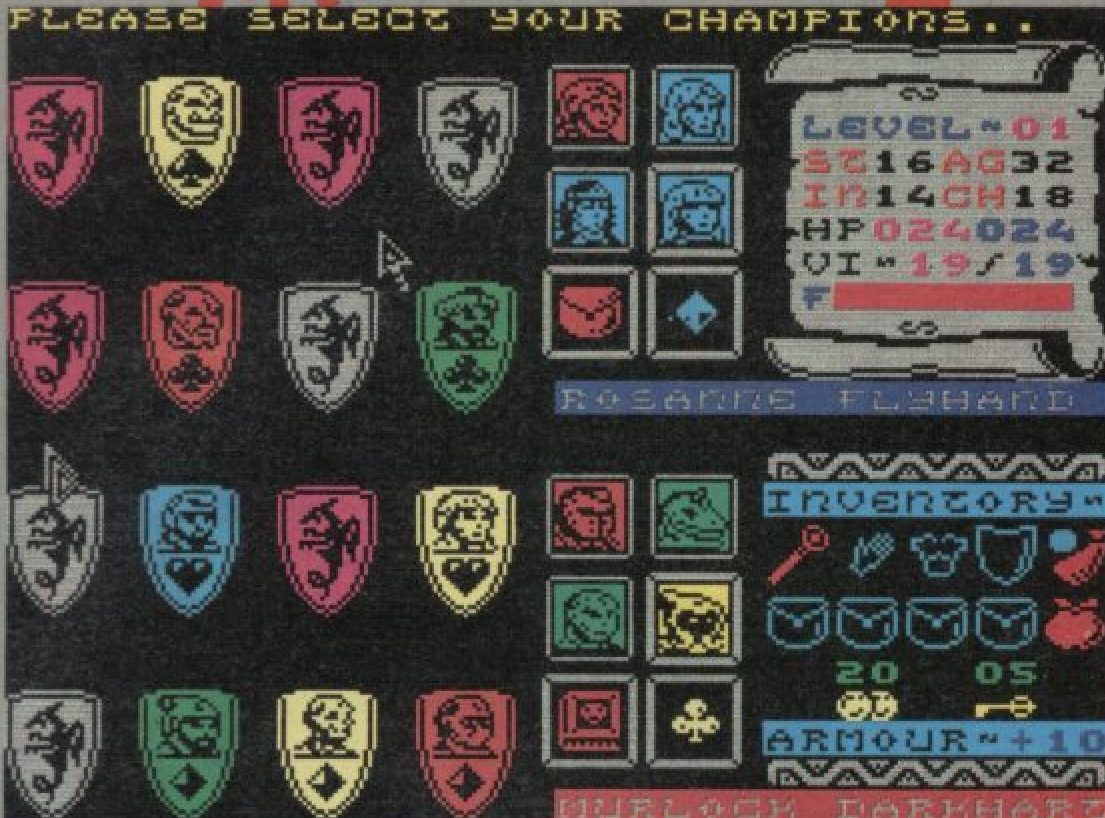
Actually, folks, he's firing arrows at my head – obviously a little cross because I didn't buy any of his goods. Time to retaliate. Zooming over to the Attack and Defend icon it's a case of 'can you shoot him faster than he's shooting you?' – press Fire as quickly as possible *Daley Thompson's Decathalon*-style to shoot back. Fortunately, the answer's usually 'yes' and he'll (I'm assuming that this skeleton's a bloke by the way – it's kinda hard to tell) be reduced to no more than a puff of smoke. If you look closely at the floor in front of you, you'll see something he's dropped – usually just some gold, or occasionally a key. But objects on the ground are extremely hard to see – it took me ages to realise that there was anything down there at all!

Of course it's not always that easy. Later in the game it becomes all too easy to get surrounded by baddies who are just too quick off their blocks for you (resulting in almost spontaneous death). Even that's not the end of the world though – providing you've still got at least one player alive you can take a quick visit to the re-incarnation room to get a new set. Try and avoid this though, and remember to look after your party – they need to eat 'n' sleep just like us, y'know.

(This isn't generally the sort of game that you stop playing because you're dead – you usually stop because it's two o' clock in the morning and you just have to go to bed. I think that I'm still on my first-ever game – and I must have played the thing for days! Luckily a Save Game option's not far from hand.)

Anyway, where were we? Ah yes, walking about killing innocent skeletons and trolls and things. This can get a tad on the tedious side though, so it looks like it's time to get the manual out of the bin and find out what you're actually meant to be doing. Excuse me for a moment. Phew. Right, 23 pages later and you'll realise that you are in fact working for a group of wizards, known as the Bloodwych, who have hired you to go and kill Zendrick (an extremely nasty person). Basically, he's planning to destroy the universe by summoning some monster-type-thing who will

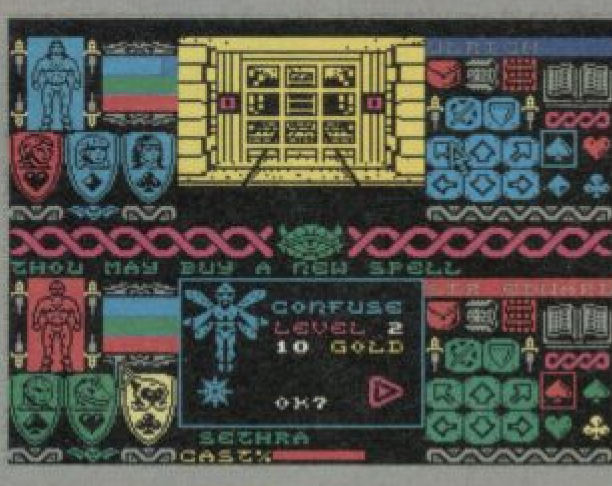




Character selection time now. The colour of those shields over there (unless you're reading in black and white, that is) gives you a general idea of the capabilities of each character. So why not choose one character of each colour, then?

basically rip the whole lot to shreds. Yikes! Your task is merely to kill all the monsters which Zendrick has created, find four crystals which are scattered about the castle, kill Zendrick and banish the big earth-ripping monster. Piece of cake or what? (Personally, I think not.)

And why? Well, for a start the playing area in this game is absolutely huge. I mean, it took me three days just to complete the first level! Map making is essential if you want to get anywhere,



I don't believe it! I've been playing the thing for hours only to arrive at the end of first level and find the blimmin' door's locked! Luckily the spell fairy's just appeared for Player Two – maybe she'll give him something to open it for me. Hmm...

but watch it – unless you know what you're doing you're highly likely to get caught out. (In fact, you're highly likely to get caught out even if you do know what you're doing.) I kept getting turned around half-way through a corridor and ending up back where I started. Other complications include things like a room with four identical doors, which faces you in a random direction when you stand on the mat in the middle – nasty! Of course, there's a lot of the more usual stuff like locked doors and secret passages galore to confuse you as well.

One thing that I haven't mentioned yet are the all-important spells, used for everything from opening doors to killing people. You can also get more spells when you sleep. You've heard of the Tooth Fairy – well this one here's the Spell Fairy and she leaves better than 50p I can tell you (or whatever the going rate is these days).

As I've said before, both players can play almost separately from each other as if in two different games, or they can, if they like, work together making the thing twice as easy to complete (in theory, anyway). One player can open a secret passage for the other, or alternatively lock him in instead (hem). Attacking monsters becomes a whole new story 'cos you can fire at them from two directions to kill them twice as quick. You can also attack each other of course (hee hee) – a lot of fun, but it can end in tears when you find yourself clobbering your 'friend' around the head! Playing solo isn't as much fun, but it's still pretty damn good. Why not have two players (ie eight characters in the game in two groups of four) and control both of them yourself? Well, it's a thought.

Pretty positive review so far, isn't it? So okay, what are the quibbles? Well, for a start there's the crap sound – but then who needs sound when you could be listening to a spookily atmospheric record or something instead? *(Try Wagner. Ed)* The graphics are a bit samey as well – it's all too easy to get lost because one place looks identical to another. But putting these complaints aside, we're looking at a real corker here, babes. It's got enough to offer the most experienced player, yet it's still easy for the complete novice or terminally crap person to play. My advice? Pick up a copy today – it's a geniune classic.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
95°	65°	94°	72°

DIAGNOSIS

What a scorcher! If gigantic (but very accessable) adventures are your cup of cha, then buy buy buy!

94°

JOYSTICK JUGGLERS

This month we asked the Jugglers to invent something (you know, like all those cavemen in *Pssst*). Just come up with any new gadget, we said, one that'll save energy and effort all around the world. So they did...



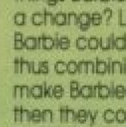
Rich Pelley You can usually find Rick strutting his funky stuff at some groovy party rave-up. Trouble is he's suffering from a slight conflict between his up-to-the-minute fashion tastes and the rigours of all-night bopping.

"Yeah – I keep tripping over my unfeasably wide trousers! And 'cos I just can't, I just can't, I just can't control my feet I needed to find a solution fast. Then it hit me – a sort of cross between bicycle clips and those hooped skirts Elizabethan noblewomen wore. Now my bell bottoms are held firmly away from the foot allowing full freedom of movement! And the neat thing is that the steel ring structure folds down flat so you can pop it in your ruck sack when you're not using it!"



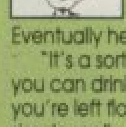
David Wilson We'll just let David tell you about his so-called 'invention' himself...

"Well, I was playing with my Barbie Play Bus one day *(He's got a strange obsession with Barbie dolls, folks. Ed)* when I got to thinking – what if instead of just going shopping and all those other things Barbie does, I could get her to do something useful for a change? Like play around in a Recording Studio!? Then Barbie could lay down some tracks (possibly even with Ken!), thus combining my two fave hobbies. In fact, if Mattel (who make Barbies) made a Barbie Triumph Herald convertible then they could park it outside, Ken could do some work on it, and it'd combine my *three* fave hobbies!! Brill!!



Matt Bielby Being a salty sea dog sort of a chap (well, he hired a rowing boat on The Serpentine once), Matt immediately sprung into action with oodles of odd inventions to help out 'those in danger on the sea'. Eventually he settled on this elegant little invention...

"It's a sort of sieve for turning salt water into fresh water so you can drink it if your boat gets sunk by a mad whale and you're left floating in a rubber dingey for days. It's quite simple really – you pour the sea water in at the top, the salt settles on the metal of the sieve and the fresh water drips through. You'd want another beaker or some sort of bowl to catch the clean water in too, but if you're desperate you could put your mouth underneath and slurp! It's so simple I'm surprised nobody's already thought of it." Hmm. Quite.



Jonathan Davies Jonathan's been suffering quite a lot lately. He can't get any sleep because he's convinced that Farty, his unlovable warthog 'pal', is trying to contact him from the grave. To those ends he's devised this handy method to guarantee him some kip.

"Well, it's a sort of two-part plan really. To start with I've got some custom-made ear-plugs prepared, which totally block out the gurgly central heating sounds which strangely transform themselves into Farty's ghostly gruntings. (This could also be of use to anyone with noisy heating problems of course. Or anyone who lives by an airport.) The second bit is this jumping sheep mobile. Simply cut out some sheep-shaped bits of card, attach them to a some coat-hangers, hang them from the ceiling (preferably in a constant draft) and Bob's your uncle! The jumping sheep effect is sure to send you straight off!" What an excellent idea, Jonathan!

SCORES

90° - 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!
80° - 89° PDG! (ie Pretty Damn Good!) A game well worth digging into the old dosh bucket for!
70° - 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° - 69° A few niggles. Locking in certain areas. Think before you buy!
50° - 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° - 49° Um, below average (believe it or not).
30° - 39° So sickly it's due to hospitalised!
20° - 29° Very poorly indeed.
10° - 19° Critical – not expected to last the night.
0° - 9° Clinically dead.

HAMMERFIST

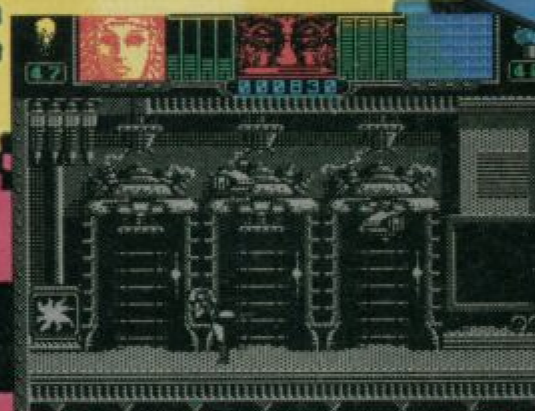
Activision/£9.99 cass



Matt Hands up those who remember *Last Ninja 2* on the Speccy? Good, wasn't it? Well, *Hammerfist* has nothing to do with that. Well, okay, it does a bit – it's got the same flip-screen sort of design, similar fiendish puzzles to be worked through before you can progress onto the next screen, and the same beat-'em-up element. And it's also rather good. Hmm. Quite a lot in common really. And on a closer inspection it's not hard to see why.

It's been designed by the same people, you see – Mev Dink, Steven Dunn and friends. The boys all used to work at System 3, but now they run their own little programming outfit called Vivid Image and – at last – here's their first game ready for release. Right, so how's it all work?

Well, the storyline thingie's quite complicated in an arcadey, Cyberpunky sort of way, but in actual fact it all boils down to some fairly simple gameplay. Imagine yourself into a spooky future world, one where giant multinational corporations hold power, and living, solid holograms with superhuman abilities are created to do their dirty work. Two such warriors are Hammerfist (a big beefy bloke with a powerful robot arm) and Metalisis (a sort of futuristic Suzanne Dando) but – yikes! – there's been some sort of bizarre accident in the hologram holding pens and the two of them have got sort of fused together! For reasons best known to itself, Centro-Holographix (their controlling corporation) can't or won't help out, so fearing shutdown (or a life welded together – the scenario doesn't make it too clear) the Hammerfist/Metalisis amalgamation 'goes rogue'!



Aha! The holding pens – these are where you start the game. But how on earth do we get out?

And this is where you come in. It's your job to guide them across the four loads, taking them from the underwater lab complex and holding pens of the first level, across the sea bed to the city (they're holograms so they don't need to breathe, remember?) and eventually up inside company HQ. Defeat the Master (the evil entity at the head of the corporation), separate the two characters out into different bodies, and everybody can live happily ever after (except The Master of course, because he's dead).

Yes, that's right, you've correctly deduced from the plot that what we're talking about here is a flip-screen adventure, each screen presenting you with a few baddies to beat up and one or two problems to solve before you can progress onto the next one. For many of the probs you'll want to flip between the two characters as suitable – Metalisis is especially useful when you need to leap onto platforms, while Hammerfist is the best option for just about everything else.

Presentation is monochrome and viewed directly from the side without the 3D look of the *Last Ninja* games, and the problems tend to be of the reasonably easy bash-everything-you-can-until-something-interesting-happens school. For instance, your average screen will have you walk on in Hammerfist guise, see no obvious way out, kill a few baddies (normally human guards or small robots), turn into Metalisis, leap onto an overhead platform, destroy a computer terminal and – lo and behold! – a door opens on the other side of the room. Quick! Nip through it and you're into the next room. Phew!

Okay, so perhaps that didn't sound too taxing but that's not to suggest it isn't any good – basically *Hammerfist* is very much an action game, with everything paced at an action game sort of speed. The puzzles are challenging, but not so tricky that things keep grinding to a complete halt (or at least that's the theory anyway).

There's some lovely animation in here (Metalisis' back flip leaps are particularly nifty) and some impressive set pieces (like the room filled with rising and falling platforms which you can only move across by switching from one body to another, using the weight difference to control the floor's movement). The gameplay's got some neat touches too, like the fact you can go back a few screens to collect extra power-ups when faced with a particularly tricky obstacle, and one of a handful of little twists is that you can't just leave the icons you don't need where they fall because their collective 'negative energy' will wake The Master, effectively preventing you from collecting any extra strength for ages.

In conclusion then we were pretty impressed with *Hammerfist*. It isn't anything radically new, but the well thought-out gameplay and interesting ideas put it streets ahead of most other beat-'em-up adventures you find on the shelves. Not quite a Megagame I think, but pretty darn groovy all the same.

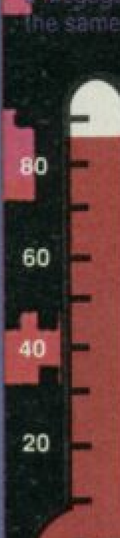


1
You can see by this little blue face that you're controlling Hammerfist at the moment – switch to Metalisis and her face will appear on the other side.

2
These green things are the energy bars.

3
And the red eyes are the Master – don't let him wake up!

This piston sequence is one of the most distinctive parts of the game. You control the rising and falling platforms with your weight by swopping characters.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
81°	85°	88°

DIAGNOSIS

A well thought-out and rather thrill-packed beat-'em-up/puzzler. Pretty massive too.

INSTANT APPEAL 83°

YS/EMPIRE COMPO

PLUS! LOADSA COPIES OF *PIPE MANIA*

AND *PIPE MANIA* T-SHIRTS!

WIN!

A SPANKING GREAT SONY CD MUSIC CENTRE!



Pipes, eh? You've got to hand it to 'em!
They're blimmin' marvellous inventions! Just think of the hundred and one brilliant things you can do with them. What about a gun? *(Er, I don't think... Ed)* Simply glue a few whopping great industrial clay pipes together with some Loctite, bung up one of the ends with concrete, throw in some gunpowder and bingo! As for what you could actually shoot from it, well, the sky's the limit – bricks, steam irons, Auntie Madge's christmas pudding, even Auntie Madge herself! (We're amazed nobody's thought of it before really.)

And here's another one (a bit more humble perhaps but no less fun) – an indoor adventure playground for your pet ferret! *(Eh!? Ed)* Yes! Just purchase a few hundred feet or so of plastic tubing, chop it all up into a dozen pieces and throw it liberally across your living room carpet. Not only will it divert the little wretch from ripping your settee to pieces, it'll also provide you with a bone fide excuse to buy *another* ferret and have 'albino polecat' circuit races around the house! Now simply nobble one of the little scamps (lollypop sticks tied to the legs normally do the trick), invite all your gambling pals round and you're all set to make a real killing! Hours of fun!

Yup, pipes are the biz and no mistake. Which is exactly what those groovy fellas at Empire must have been thinking when they fell upon the idea for *Pipe Mania*.

P	P	D	I	R	N	S	J	V	H	D	K	Z	A
M	I	Z	B	J	K	L	P	S	X	U	P	K	H
A	P	I	E	D	P	I	P	E	R	M	I	N	B
E	I	N	T	H	E	P	I	P	E	L	I	N	E
R	N	R	P	E	N	X	N	Y	U	L	N	G	H
D	G	P	I	P	E	D	O	W	N	K	E	F	I
E	H	H	K	L	S	C	T	R	J	D	C	K	E
P	O	O	E	N	A	M	F	A	Y	K	L	D	J
I	T	N	T	Q	M	A	E	B	I	D	O	M	N
P	R	V	G	U	Z	M	L	O	P	L	I	F	O

Now there's a game that does pipes proud! (And if you don't believe us just 'tunnel' across to our Megagame review on page 31, or check out this month's Smash Tape!) Manically addictive, it's a spooky little puzzle number (as if you didn't know already) in which you play a little plumber rushing around trying to outrun the mad rush of gunge! And it's mega! And it's the subject of this compo! Hurrah!

Put that in your pipe and smoke it!
Spec-chums, we've done you proud. Go on, guess how many winners Matt's going to pick out of his gerbil-furred Davy Crockett hat. Ten? Uh-uh. Twenty? Nope. Thirty? Um, getting hot. *(Oh, do get on with it. Ed)* Ahem. Thirty one actually. And talk about a fabaroony first prize...

It's a Sony Compact 102CD Music Centre, and it's worth up to £350! (Squeal!) It's got a CD player, turntable, double tape deck, three band digital tuner, ten band graphic equaliser and speakers, not to mention hi-tech Shuffle Play and Music Calendar, er, jobbies. (We haven't a clue what those are but they're sure to be hot poop!)

Then we've got 20 runner-up *Pipe Mania* T-shirts to give away along with copies of the game (the winner gets those too) and another ten T-shirts for the, er, runner-runners-up. Porkin' prizes, eh? So how do you win them? Read on, pipe-pickers!

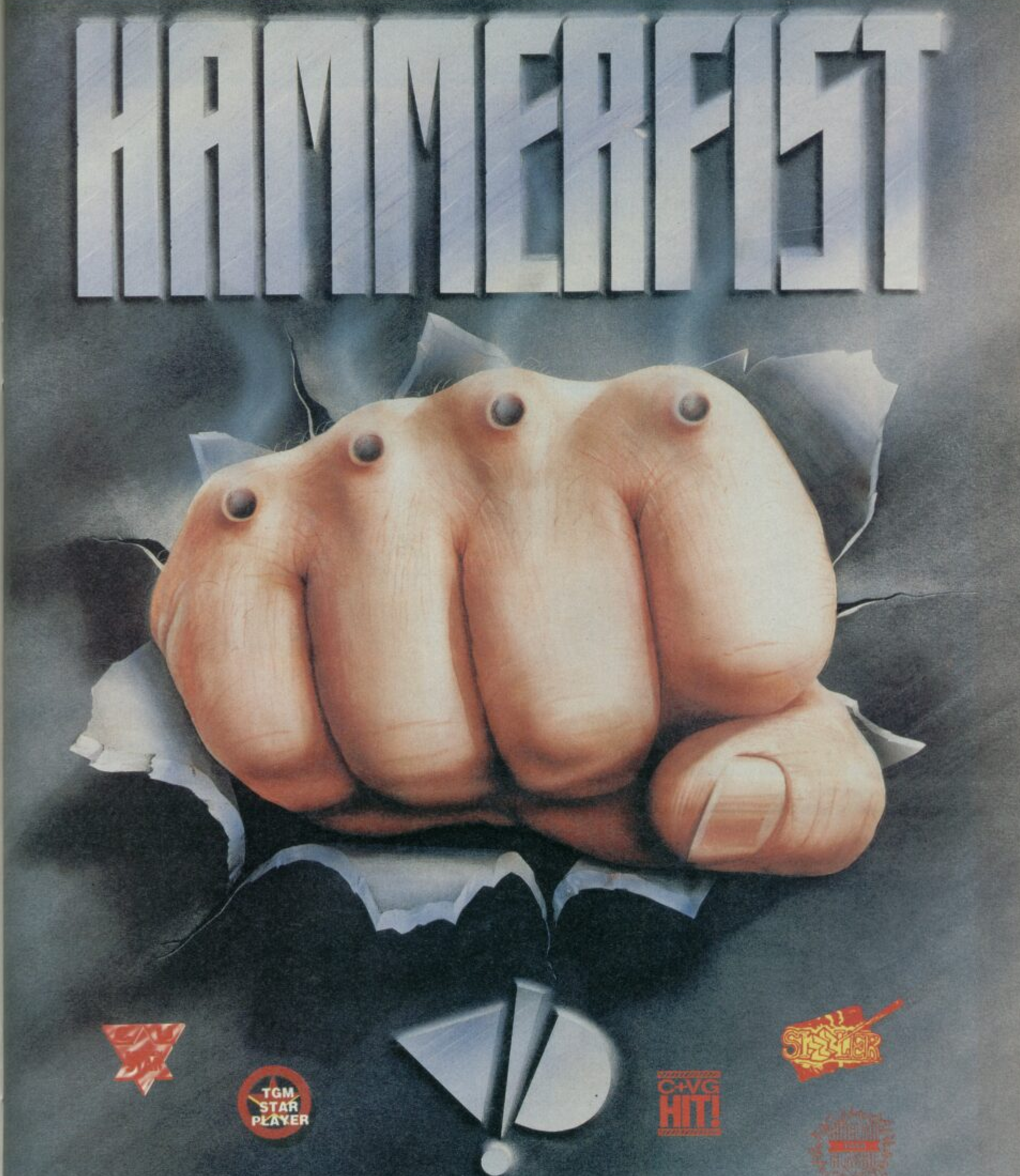
And now for the nitty gritty...
And it's pretty tricky nitty gritty.

What we've got here is a word-square, inside of which are hidden four phrases with the word (or variations of the word) 'pipe' in them. Let's say 'Pipe cleaner' was one of the phrases (it's not, but let's say it is). What you'd need to find would be the word 'pipecleaner'. "Och, worra doddle!" we hear you cry – but wait! Not only could we have hidden it horizantally or diagonally, you could end up having to read it backwards too! Cripes! So get your magnifying glass out, scribble your answers on the coupon along with your name and address, stick the coupon onto the a post card and send it off to *Where'd We Be Without Pipes, Eh? There'd Be No Drains, That's For Sure , And Then We'd All Be In Trouble!* Compo, *YS* Compos, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget the closing date, Spec-chums – it's the 30th of June 1990.

Rules
- Pipes of peace, pah! Anyone from Future Publishing or Empire Software caught entering this compo will get a piping-hot slap on the botty.
- You'll be piped to post if you don't get your entry in by 30th June 1990.
- Matt's got final say so anyone who disagrees with him better pipe down.

Sussed it! The hidden words are...
- ....
- ....
- ....
- ....
- ....

Name..
Address..
....
....
....
Post code ....



THE REVOLUTION BEGINS

2245AD.

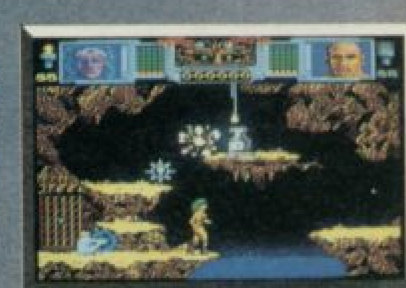
The people are no longer free.

Their lives and destinies are controlled by a powerful corporate body, Centro-Holographix, that seizes suitable humans for transformation into holographic images, indistinguishable from their solid counterparts. Their unknowing minds and holographic bodies are programmed to perform any task the Masters should require.

Two of the deadliest, Hammerfist and Metalisis were ready for assignment; to dispense death and destruction under the evil instruction of Centro-Holographix.

They were political puppets, dangerous and skilled murderers who followed their binary politics to the letter – their masters didn't even consider the possibilities of a malfunction… especially one that would turn Hammerfist and Metalisis against the hand that fed them…





ACTUAL AMIGA SCREENSHOTS

CONSUMER SUPPORT TEL: (0734) 310003
MAIL ORDER: INTERMEDIATES LTD. P.O. BOX 847 HARLOW CM21 9PH
TEL: (0279) 600197

YS MEGAPREVIEW

SLY SPY SECRET AGENT

In the fine tradition of *The Man From UNCLE*, *Our Man Flint* and *Matt Helm* comes *Sly Spy Secret Agent*, the biggest, baddest Bond rip-off of all! MATT BIELBY felt he had to hire a DJ before going for a look, and returned not shaken, but actually quite stirred...

Ocean's been fairly quiet on the full-price Spectrum front since Christmas – *Beach Volley* never actually appeared, *Nightbreed* has been put back to coincide with the film release, so all we've seen from the boys in Manchester since *Chase HQ* have been Hit Squad re-releases. But (but! but!) all that's about to change with two big new coin-op conversions just itching to hit the shelves! First out should be *Shadow Warriors* (full review next issue), a ninja beat-'em-up thing, while the other, *Sly Spy Secret Agent*, is featured here. And guess what? Yes, as we've come to expect from the Big 'O', it's a bit of a corker!

Sly Spy Secret Agent (the ridiculous double name comes from the fact that the game was distributed in UK arcades in two different cabinets!) is a Data East coin-op conversion of a game that appeared during the second half of last year, and was mainly noted for being a blatant 'homage' (ie rip-off) of the James Bond series of films. It's got everything in here – Odd Job from *Goldfinger*, Jaws from *The Spy Who Loved Me*, jet packs from *You Only Live Twice*, the skydiving bit from *Moonraker*, the underwater fights from *Thunderball*, the armoured motorbike from *Never Say Never Again*... Phew! You get the idea. Even the golden gun from, um, *The Man With The Golden Gun* puts in an appearance! Someone had a lot of fun putting them all together, that's for sure, and it shows – *Sly Spy* is a lot more in the spirit of James Bond than any of the official film licence jobbies Domark has come up with over the years!

What we have here are eight (fairly short) levels, each one recreating the sort of action sequences you'd expect of a Bond film. Half of them are the spectacular stunt work type of stuff (falling from aeroplanes, skin diving, that sort of thing) while the others are more your walking-around-shooting-other-blokes type platform games. Just like mega-Ocean hit *Robocop*, in fact. Let's take a closer look at how all the bits work.

The 'Walking About A Bit' Levels

These are much more in the vein of the traditional shoot-'em-up, like *Robocop* or *Green Beret*, or whatever, and fall alternately with the other, more exotic sections. Basically, Sly wanders around each one shooting other spies. For the first bit he's in Washington, passing the Lincoln Memorial where he's attacked by lots of blokes who climb down out of the sky on ropes, SAS-style. On later shoot-'em-up levels he meets a giant Jaws lookalike (from *The Spy Who Loved Me*, not, um, *Jaws*), faces an Odd Job type who throws his bowler hat at you (you can only hurt him when he's got his hat off), takes on a pride (herd? school?) of tigers and rescues a tied-up girlie (what, only one?). Just a normal day in the life of James Bond really.

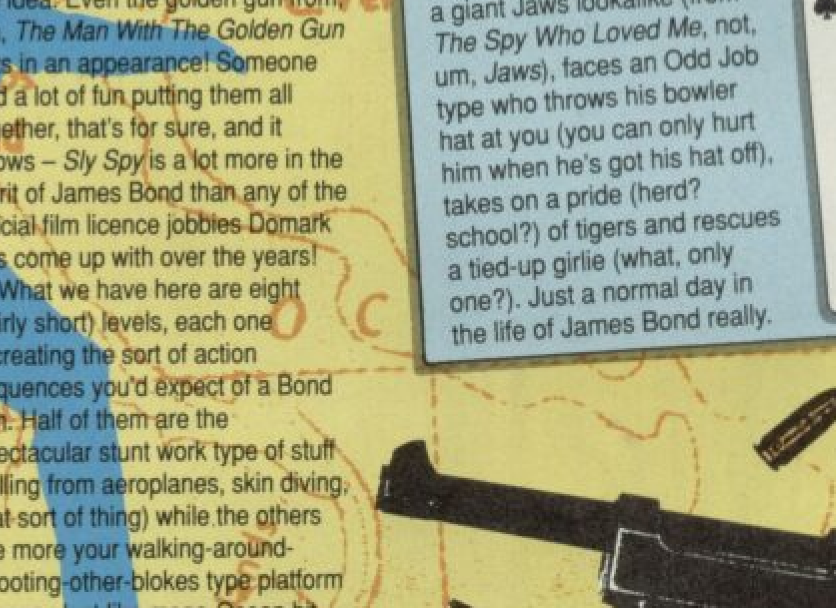




The Skydiving Sequence

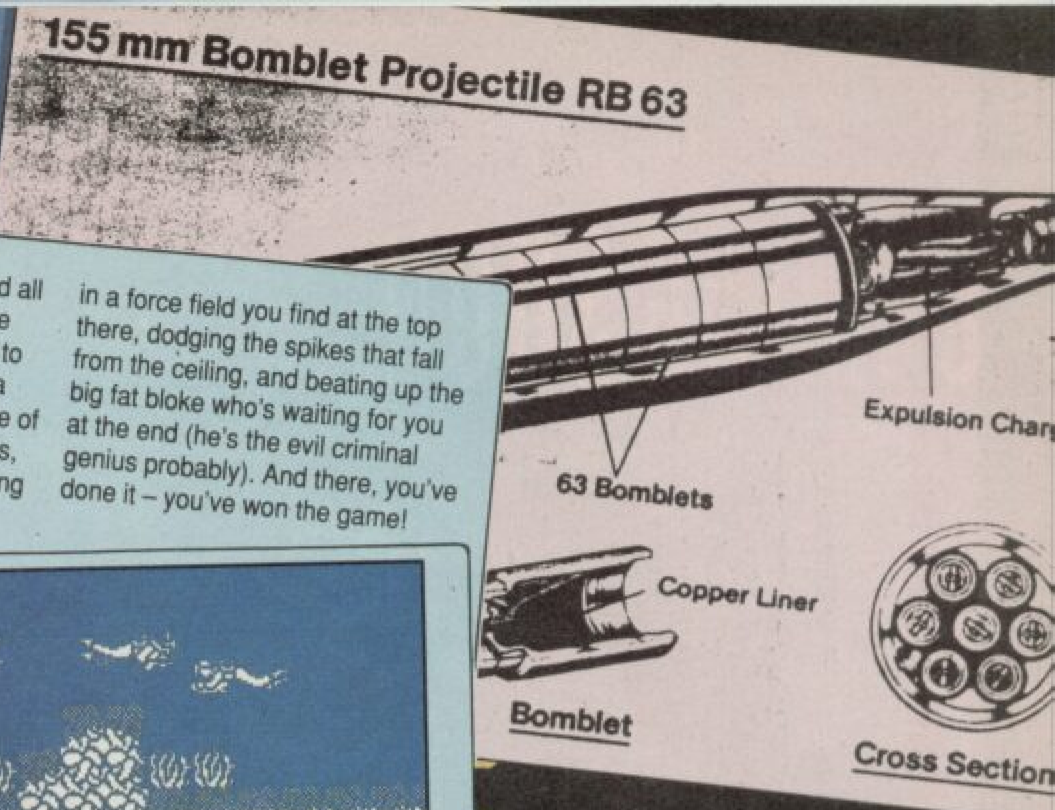
This only appears once in the game, in the fairly short and easy opening sequence (just like one of those teasers you get at the start of an actual Bond film before the credits come on). Basically you, as Sly Spy, are freefalling out of an aeroplane (clad in your best dinner suit of course) when – eek! – all these other blokes plummet down around you, and they ain't looking to hold your hand! Quickly whip out your faithful Walther (equipped with 150 shots, would you believe, with 50 more that you can pick up from dead baddies!) and all of a sudden what we have is one of the world's first vertically scrolling shoot-'em-ups that actually moves *down* the screen!

When somebody gets shot (either you or them) they sort of slump forward as they fall, as if, um, they've been shot or something.



Only a few minutes long, this opening sequence makes a fittingly James Bondian prelude to the hair-raising action of later levels.

Survive the level (not too tricky, though it may eat quite a long way into the energy bar that represents your life) and your parachute pops open, leaving you to gently float down to earth in Washington DC. (Quite neatly, the cityscape slowly appears below you as you fall.)



The Last Bit

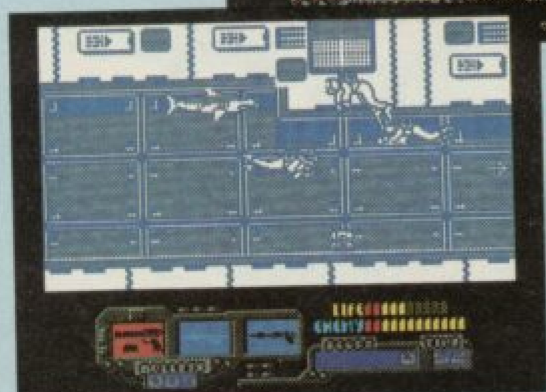
A giant slam-bang finale James Bond style, this is a reprise of the rest of the game up until now basically, with Sly trying to prevent the launch of a giant rocket, and all the land-based baddies from the earlier portions of the game out to stop him! You have to climb up a series of platforms on the outside of the missile, facing Odd Job, Jaws, the tigers and so on, before kicking in a force field you find at the top there, dodging the spikes that fall from the ceiling, and beating up the big fat bloke who's waiting for you at the end (he's the evil criminal genius probably). And there, you've done it – you've won the game!

The Underwater Levels

There are two of these horizontal scrollers, with some nicely drawn sharks (they go belly-up when killed) and two different sorts of enemy divers which you have to fight (one lot come equipped with little propellers or something on their air tank packs to make them go faster). At the end of the first of these levels you come across another diver in a giant armoured deep-sea diver suit – shoot him and he runs off-screen to be replaced by a giant shark. Eek! Kill him and he floats up off-screen, just like his smaller buddies do. The second of these levels is pretty similar, except it features some bits where you enter man-made underwater tunnels (as opposed to natural-looking caves) and face the big diver once again.



The first of the underwater levels is set in this organic-looking open sea enviroment - lots of coral, seaweed and sharks that go 'belly-up'...



...while the second is largely based in a series of man-made underwater tunnels. The divers and sharks are the same though, but the tunnels do get considerably more narrow (claustrophobia ahoy!)



The Motorbike Chase

Straight out of *Never Say Never Again*, this is a quick horizontal scroller, with Sly on an armoured bike taking on enemy bikers and little men in jet packs. These fly on-screen from the side (you have to wheelie your cycle to bring the fixed bike-cannon to bear on them). There are mines to dodge in the road too, and a car packed with three baddies to kill at the end, one of whom's a giant. Yikes!



Wa-hoo! Sly jumps his bike for a clear shot at the little jet-pack guy with his on-board cannon. This motorbike chase sequence features oodles of enemy bikers too.



The Man With The Golden Gun

As with most of these sorts of thing, *Sly Spy* is absolutely littered with collectables. There're extra bullets, gun upgrades (a three-shots-at-a-time machine gun or a wicked harpoon launcher if you're underwater), jet packs (or turbo propeller thingies if you're underwater) to make moving about the screen a bit faster, Coke cans for extra energy (not that you can tell that they're Coke cans in Speccyvision of course) and – best of all – the Golden Gun. Collect the five parts of this that you find scattered around the place for a mega super-weapon which fires bullets the size of rugby balls! It only lasts for a few seconds, but the shots'll go through anything!

Secret Agent Men

So who're the chaps who've put in all the late nights then? Well, unlike many Ocean games which are done in-house, this has been put together by a few guys at programming house Software Creation. Dean Belfield was the programmer, with Simon Street and John Tatlock coming up with the graphics. I got on the blower to Dean to ask him a bit about it.

Well, Dean, did you come across any particular problems with *Sly Spy*?

"Not really, though getting something like this running at the right speed is always a bit of a problem. But we got it worked out eventually. There's some parallax scrolling as well in some parts, which took a bit of doing. That was all though really."

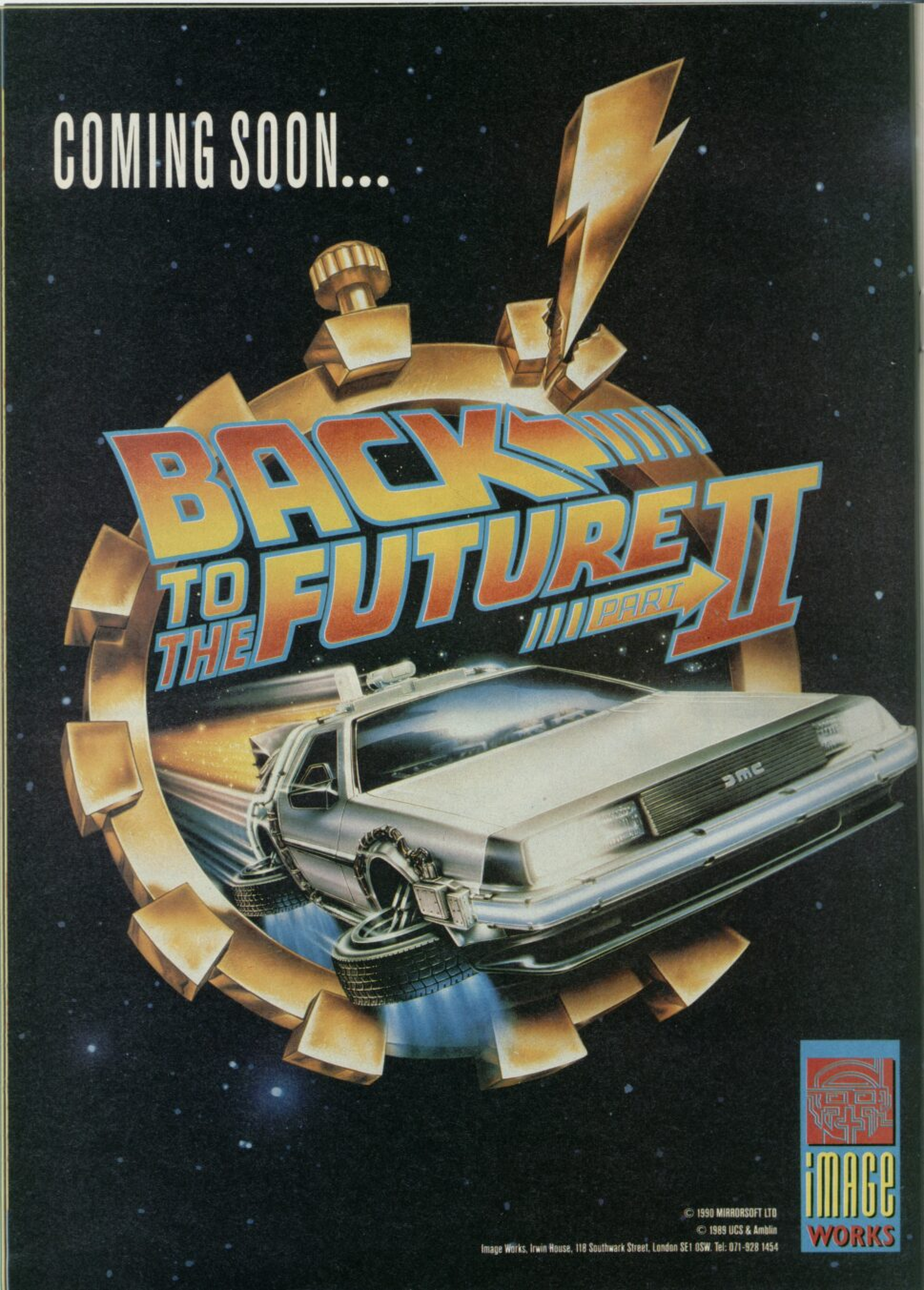
Right-o. What else have you done on the Speccy then, Dean?

"Not that much really – I'm basically an Amstrad programmer, but I've sort of moved over sideways into this. I did do one of the Virgin Lightgun games though, *Solar Invasion*, but the bulk of my work has been the Amstrad versions of things like *Ghouls And Ghosts* and *LED Storm* (though I'm not very proud of that one) for US Gold."

Excellent. Cheers, matey!

FAX BOX

Game	*Sly Spy Secret Agent*
Publisher	Ocean
Programmers	Software Creation
Price	£9.99 cass/ £14.99 disk
Release Date	Late May


COMING SOON...
BACK TO THE FUTURE PART II
DMC
image WORKS
© 1990 MIRRORSOFT LTD
© 1989 UCS & Amblin
Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454

YS Back Issues

Gaping holes in your *YS* collection? Gaping holes in your knowledge? Or do you just fancy a darn good read? Whatever the reason, you too can join Speccy owners all over the world who've discovered that ordering a *YS* Back Issue (or two, or three...) is a seriously good idea. Just tick the form for the ones you want, bung it in an envelope (with some money) and send it off. It really is that easy.

1986

1 JAN '86 SOLD OUT!
2 FEB '86 The second ever *YS*! With a *Young Ones* spesh and an interview with Matthew 'Willy' Smith.
3 MARCH '86 Yucky *V* cover, ideal for scaring your little sister!
4 APRIL '86 A truly historic ish, with a Spectrum 128 review. Check out the *Art Studio* guide.
5 MAY '86 The Man with the Beard's first appearance.
6 JUNE '86 Guide to wazzy hardware. One to have.
7 JULY '86 The Speccy music scene you never thought existed.
8 AUG '86 Type in the Trainspotter Game!
9 SEPT '86 Crockett 'n' Tubbs cover, girls!
10 OCT '86 SOLD OUT!
11 NOV '86 SOLD OUT!
12 DEC '86 SOLD OUT!

1987

13 JAN '87 A real porker of an ish. Lots of brill things!
14 FEB '87 Lots of crummy *Short Circuit* puns, and a hardware special to boot.
15 MARCH '87 Everything you wanted to know about Speccy sports, and lots you didn't.
16 APRIL '87 Really interesting guide to modems.
17 MAY '87 SOLD OUT!
18 JUNE '87 SOLD OUT!
19 JULY '87 The +3 gets the once-over.
20 AUG '87 *Program Pitstop* – the first ever, and it's a scorcher! (Aren't they all?)
21 SEPT '87 FREE! *Jack The Nipper* wibbly thing!
22 OCT '87 *Batty* – it's brill and it's FREE!
23 NOV '87 SOLD OUT!
24 DEC '87 *Play For Your Life* – fab free game!

1988

25 JAN '88 FREE!! *Moley Christmas* game and a hunky *Masters Of The Universe* cover.
26 FEB '88 FREE! Stylish *YS* badge – which one will you get?
27 MARCH '88 Definitely one worth having – another hardware spesh.
28 APRIL '88 *Karnov* Megapreviewed! *Advanced Lawnmower Simulator* Megagamed!
29 MAY '88 Pervy *Vixen* cover – stick it up! And don't panic – there's a FREE game (called *Don't Panic*).
30 JUNE '88 Yuck! There's blood 'n' pork all over the cover – *Psycho Pig* rules! And *People From Sirius* – a fab FREE game.
31 JULY '88 Breakfast Frontlines – a one-course surreal cereal serial.
32 AUG '88 FREE! Smash Tips! Part One and Two! A must for, well, everyone.
33 SEPT '88 More Smash Tips, and loads of other triff stuff.
34 OCT '88 FREE! *Dustin* game. FREE! Smash Tips. AND! Lots, lots more.
35 NOV '88 *Spitting Image* cover, *Orbix The Terrorball* and three demos for FREE. And a joystick guide. And more Smash Tips.
36 DEC '88 *Star Raiders II* and *Qarx* for FREE, on TWO tapes! Plus the last of the Smash Tips – get the lot!

1989

37 JAN '89 Awesome pull-out maps book, and *Movie* for FREE!
38 FEB '89 *Alien Evolution* stuck on the front, and a thing about the PC 200. (What's that?)
39 MARCH '89 *Army Moves* on the FREE tape, and a 'gripping' *YS* Photo Luuurrve Story.
40 APRIL '89 FREE! Groovy stickers and *Survivor* tape. Plus a fascinating adventure special.
41 MAY '89 *Mantronix* and *Red Door* for FREE! One of the greatest!
42 JUNE '89 *Explorer* for FREE! And a Second-Hand Spectrum Buyers Guide.
43 JULY '89 *Zolyx* and *The Gordello Incident* totally FREE! Fun at the zoo too!
44 AUG '89 *Batman The Movie* cover, film-fans, and *Skateboard Construction Kit* for FREE!
45 SEPT '89 *Dream Warrior* on tape. And is this Sinclair Magnum Light Phaser thingy any good?
46 OCT '89 *Vatman* – it's brill and it's FREE! Plus a joystick update.
47 NOV '89 *Flashpoint* and *Power Drift* demo on the fab Smash Tape.
48 DEC '89 *Wonderboy, Thing!, Riding The Rapids* and *Heroes Of Karn* packing out two FREE tapes! You'll be struggling to lift it!

1990

49 JAN '90 So what's on the tape? *N.O.M.A.D.* & *Bulbo And The Lizard King*, that's what, and there's another fab *YS* Photo Luuurrve Story.
50 FEB '90 Fiftieth birthday ish. And there's *Kat Trap* and *A Nightmare On Robinson Street* on't FREE tape!
51 MARCH '90 *Falcon Patrol 2* and *A Harvesting Moon* – they're fab 'n' FREE! Plus a stonkin' SAM Coupé review.
52 APRIL '90 *Dizzy* and a *Lords Of Chaos* demo for FREE! Plus a chap with a big chopper on the cover!
53 MAY '90 The *YS* map of the world. *Samurai* on the tape, a *Scramble Spirits* demo and introducing our *YS* SAM Surgeon.

FREE! FREE!! FREE!!!

Being the spontaneous and terribly generous people we are, we've decided to make you a bit of an offer. Order the complete set of Smash Tips (found in issues 32 to 36) and we'll give you a FREE binder to keep them all in! No, really! It's worth £2.99, and it's fabulously groovy. You'll see. Just tick the box at the bottom of the coupon...

YS OFFERS
YOUR SINCLAIR
ORDER FORM

Simply tick the box of the issue/s that you require below...



- ■ 2 Feb '86
- ■ 3 Mar '86
- ■ 4 Apr '86
- ■ 5 May '86
- ■ 6 June '86
- ■ 7 July '86
- ■ 8 Aug '86
- ■ 9 Sept '86
- ■ 13 Jan '87
- ■ 14 Feb '87
- ■ 15 Mar '87
- ■ 16 Apr '87
- ■ 19 July '87
- ■ 20 Aug '87
- ■ 21 Sept '87
- ■ 22 Oct '87**
- ■ 24 Dec '87**
- ■ 25 Jan '88**
- ■ 26 Feb '88#
- ■ 27 Mar '88
- ■ 28 Apr '88
- ■ 29 May '88**
- ■ 30 June '88**
- ■ 31 July '88**
- ■ 32 Aug '88
- ■ 33 Sept '88
- ■ 34 Oct '88**
- ■ 35 Nov '88**
- ■ 36 Dec '88** **
- ■ 37 Jan '89**
- ■ 38 Feb '89**
- ■ 39 Mar '89**
- ■ 40 Apr '89**+
- ■ 41 May '89**#
- ■ 42 June '89**
- ■ 43 July '89**
- ■ 44 Aug '89**
- ■ 45 Sept '89**
- ■ 46 Oct '89**
- ■ 47 Nov '89**
- ■ 48 Dec '89** **
- ■ 49 Jan '90**
- ■ 50 Feb '90**
- ■ 51 Mar '90**
- ■ 52 Apr '90**
- ■ 53 May '90**

** Comes with FREE game!
** ** Comes with Double Decker Twin Tape!
Comes with FREE badge!
+ Comes with FREE sticker!

ISSUE PRICES
UK £1.20/Overseas £1.75 (without Smash Tape)
UK £1.95/Overseas £2.60 (with Smash Tape)
Double Tape Issues (Nos 36 & 48)
UK £2.50/Overseas £3.10

I enclose a cheque/postal order for £............... made payable to **Future Publishing Limited.**

Name ....
Address ....
....
....
Postcode ....

Complete the form and return with payment to *Your Sinclair* Back Issues, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR. No stamp is required if posted in the UK, Channel Islands or Isle Of Man.

Smash Tips Binder Offer
☐ I've ordered my complete collection of Smash Tips all in one go (that's issues 32, 33, 34, 35 and 36), so send me my FREE Smash Tips binder pronto!

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.

Star letter winners receive three games! All letters win a YS badge.

Blimey, what's going on? Hang on a sec. (Sound of Matt going to check out what's happened.) Phew. Sorry about that. Um, seems we've just had a bit of land subsidance under the shed, and one of the walls has collapsed – taking Andy and his desk with it. He's lying under a pile of rubble at the bottom of the newly-formed cliff – suppose I'd better go and get help. Mind you, I should really be answering your letters. I know. I'll answer your letters then I'll go and get some help. Nothing like a bit of compromise, eh? (I'm so caring sometimes that it scares my jolly socks off!)

PARCHMENT PROMISE

When searching through some cupboards I came upon a small piece of paper. It was an ancient parchment which said that *Your Sinclair* must pay me three full price games if I give them five pieces of advice and a poem. So here goes.

1) Do not buy *Gazza's Super Soccer*.
2) Never call somebody with 18 sub-machine guns a Kiwi Fruit.
3) Don't chuck your copy of *Strider* down the waste disposal unit.
4) Never watch *Neighbours*.
5) Send me 50 quid.

That's the advice. Now the poem.

I like *Your Sinclair*,
I buy it quite a lot.
When I start to read it
It makes me feel quite hot.

Lee 'How's yer father' Armstrong
Burnley, Lancs

I've got a little bit of a problem with advice number four. Never watch Neighbours. *Ahem – I do watch* Neighbours, *and while I'll readily admit that it's totally crap I'll also admit that bits of it are brilliant. Joe Mangle for instance. He should have his own show! For anyone who doesn't watch it, here's a bit of Aussie slang (courtesy of Joe). "I'm going to tear the top off a couple of coldies. Ripper!" A rough translation is "I'm going to drink two refrigerated cans of lager. Olé!"* **Ed.**

BADGELESS & LONELY

It's not fair. All my pals have a *YS* badge and I'm the only one that hasn't. And they aren't speaking to me. I've sent a thousand letters, and not one has been published.

Scott Brown
Dundee

Well this one has. Unfortunately Future Publishing has a policy of not sending badges to people whose names are anagrams of TWO SCORN BT. Terribly sorry, but I don't make the rules. It's all very weird down here in Bath. **Ed.**

FINDING FAULT

As part of my GCSE Communication course-work, I'm doing a project on home computers and especially on the ZX Spectrum – and how you go about mending one, as cheaply as possible, by carrying out your own repairs. Therefore I ask if you could please tell me what common faults occur on the machine.

Kristian Palmer
Poole
Dorset

The commonest fault occurs when you accidentally nudge it with your elbow and it falls 15 feet out of your bedroom window onto an area of concrete patio – this 'fault' is commonly known as 'totally crapped'. Repairing a 'totally crapped' Spectrum is something of an art, however, and there just isn't space to tell you. You do need Blu-tac, though. Loads of the stuff. **Ed.**

DOODLEBUGS



Blimey. And there we were thinking *Rainbow Islands* couldn't be bettered. Here's **Jonathan Morales**' version, with a new all-star line-up. (Well, some of them are stars. Don't know about that Bobielby chappie...)

Fancy winning a game? Don't forget though, all pics must be in black ink only. So send 'em in now to Doodlebugs, *YS*, 30 Monmouth Street, Bath BA1 2AP.

NOT SO CLEVER

I have been buying *YS* since issue four and am sorry to say that the standard of reading material has dramatically decreased. Also, when entering compos, do you really have to write the full address given? For example, in the *Pictionary* competition you had to put '*It Ain't What You Doodle It's The Way That You Doodle It* Compo'. I'd be embarrassed to send that in the post. Will the SAM Coupé work with my old black and white television (aeons old) and a standard tape recorder? Please print this as a Star Letter, or I might get mildly furious.

Alan McGinley
Co Donegal, Ireland

Time for a quick lesson on 'How To Not Stand A Chance Of Winning The Star Letter Prize'...
1) Begin your letter thus – "I am sorry to say that the standard of YS *has dramatically decreased."*
2) Ask a question that I've answered about 18 million times before.
3) Have the same surname as my old Physics teacher (who gave me the slipper about eight times) and...
4) Own a really old black and white TV set. Of course it'll work with the SAM, but what's the point if you can't see the squillion different colours? **Ed.**

IS PATER WELL?

Two of my friends dared me (two pounds each) to write in and say this – "Matthew Lindau loves Sarah Cleverly". My mates reckon that if Matthew sees this he'll duff me up, but I don't care. He wants to marry Sarah and give her a lot of 'how's yer father'. There, now I'll get four quid to buy more *YS*'s with (creep creep). Oh, and my sister-in-law thinks you're hunky and gorgeous.

Ian Wakefield
Long Eaton, Notts

PS My mum likes you as well.

Eh? He only wants to marry her so he can keep on asking her how her father is? Why does he have to marry her for that? You can ask someone how their father is without 'tying the knot', you know. After all, imagine if, say, Luke Goss wanted to find out how Clare Rayner's dad was getting along. Following your rules, Clare would first of all have to divorce her husband before joining together in holy matrimony with Luke. Then, on the first night of their honeymoon, Luke would roll over to her (in bed) and whisper "How's your father?", to which she would reply "He's quite well, actually" or "He's dead" or something, and then they'd have to get divorced. What a palaver! **Ed.**

GOLDEN OLDIE

Reading your letters page, I see you don't get many letters from 40 year old fathers, but anyway here goes.

Last Christmas I bought a Spectrum and admit that, after having tried to teach my son how to use it, I have become hooked myself. So, to try to improve my little knowledge, I bought a copy of *Your Sinclair*. But before I bore you further and you fall asleep, can you answer a couple of questions from a complete novice?

1) The Sinclair SJS2 joystick that came in the pack appears to be total rubbish, being so slow and stiff. Can you advise me of another?
2) Are there any light games on the market to use with the lightgun? I can't find any.

That's the lot, but, to conclude, have you or any of your staff ever considered doing, say, a one page article each month to teach the basics to completely 'green' people like myself who haven't had the benefit of learning computers at school and would like to learn as much as possible about computer programming? (At the moment I haven't got a clue how to type a written program in, or what POKE or Hex mean.)

P Sarling
Chelmsford, Essex

Forty years old! Another 30 and you'll be hobbling around in a Zimmer frame mumbling to yourself about how nothing's made of wood anymore and dribbling all over the floor. I'd better answer your questions before your eyes stop working.
1) Yes. It's crap, isn't it? Any other joystick you buy will be a thousand times better (not to put too fine a point on it). Check out the Joystick Jamboree feature in issue 46!
2) You won't find all that many – the lightgun seems to be a little bit of a white elephant at the moment I'm afraid. Besides the original pack of six games that came with the gun (including Op Wolf), there's only a budget compilation tape of Codies things that I know of that'll work with your Phaser. Things should improve however – Virgin plans to bring out some new ones every couple of months.

Oh, and as for simple BASIC tuition just you wait a month or two – I've got a 'surprise' for you (and thankfully it's not Cilla Black). **Ed.**

STAR LETTER

CRAWLING CAN WORK

I thought it was about time I wrote to congratulate you. I'm not crawling *(Yes you are. Ed)*. I just honestly think you deserve it, managing to produce a well-written, excellently presented, very entertaining mag (with hardly any spelling mistakes) every month. How do you do it? And your tapes are great too (although *Falcon Patrol 2* was a bit crap – whoops – there goes the Star Letter!) *(Not necessarily. Ed)* Well, you know what they always say, finish with a crappy poem, so here goes with a terminally vomit-inducing one...

YS is really good
It's made of very thin wood
That's sometimes known as paper
(Oh, what a jolly caper).
YS is just the best
Far sexier than a string vest
I hope it lasts forever
Haddock in a wooly 'cardi'.

(Bit of poetic licence on that last line I'm afraid.)

L Lustyear
Port Talbot, W Glamorgan

Now here's the formula for getting the Star Letter. Unfortunately it won't work again, and I'm not going to tell you what next month's formula is – so you'll have to guess (and keep your fingers crossed). I can be very fickle in these matters. (For instance that "Haddock in a wooly cardi" line almost blew this one. Far too surreal for the mood I'm in at the moment.) **Ed.**

GOLDEN EVEN OLDIER

I've just sent in a years' subs for *Your Sinclair*! Nothing unusual about that you may say. But there is. I happen to be in my mid-50s, and you only have to look in the Pen Pals section of *Input Output* to see that you cater for a much different age strata. I'd be interested to know if you have any more Methusalahs like me in your readership! Anyway, here's to a year with *YS* (that's how long I've been reading it). Please think of me sometimes when you plan the mag.

Terry Filby
Beccles, Suffolk

I'm thinking of you right now, as it happens. Are you bald? Sorry, it's just that I'm really nosey. Oh, and to qualify as a 'Methusalah you have to have lived for 973 years (I looked it up in the dictionary). You, being in your mid-50s, only qualify as a bit of an old codger. Feel any better? **Ed.**

MIKE GERRARD

I have long enjoyed your mag, ever since I got my +3 about two years ago. Anyway, whilst reading another computer magazine (don't worry, it wasn't C**** or S******* U***. *8000 Plus* actually) I happened to read an article written by your very own Mike Gerrard. It was about some adventure book he's writing. Tucked away in the corner of this article was a small paragraph that slightly worried me. It said that *Your Sinclair* was to move to Bath under a new publishing company called Future Publishing, who also publish *8000 Plus*. If this is true then will there be any great changes to the magazine? Will the magazine still have the same staff? Will it remain the same contents-wise? Please could you answer these questions as soon as possible before my brain

WONDERFUL WORLD OF SPECCY

The bit where we stick in letters received from elsewhere on the planet. This one's from Portugal, but we haven't printed it because the English is bad – the English is in fact excellent. No, it's here because the bloke who wrote it is obviously stark raving bonkers. Portugal has got mad people too! Hurrah!

THE BRIGHT IDEAS OF TEN SEAS

And there I was.. My eyes couldn't see a thing above me. I was in total darkness, inside and outside my soul. Where was I? I was talking to nobody. 'Nobody' is like a dark sun that only rises black, but is still something or someone. Wandering about with my personality, the only friend, the only somebody I had at the moment. And I forgot something – I had some matches in my pocket. The bright ideas of ten seas. No more black ones. I think I know what this place is. Buildings all around looking like spiders or ants with giant legs. A very odd thing, but I know where I am now. I am inside a Spectrum. *Your Sinclair, Your Sinclair*, it's the only way of getting out of here. *(Blimey. Ed)* Was I dreaming? It was real! It couldn't be real but it was. Was I reduced to a short form or had the computer got bigger? You know, I'm inside the Spectrum like a spy. I'm more than just a computer data-bus, I'm a chief of address (in secret of course) *(Of course. Ed)*. The CPU can't know. I've got a factory job. A spy job. I have a fourth dimensional view from here. Hey, I could even be in your Spectrum! *(Heaven forbid. Ed)* STOP!!! (Phew, whatta big note.) Preview to Ed's response – "This is a rough business to read!"

Jorge Manuel Cooreia Longo
Gaia
Portugal

This is a rough business to read. **Ed.**

Trainspotter Award



NOT SO KWIK

Your Sinclair is the best Spectrum magazine. Here in Portugal there are lots of Spanish and some English magazines, but you beat them all – even when you do some mistakes like the one I found in the December ish. In *Dr Berkmann's Clinic*, one of the games is called *Back To Skool*. Instead of *Back To School*! That's why I claim my Trainspotter Award. But don't worry, *Your Sinclair* is and will always be my favourite one.
Aritur Jorge Morais
Portugal

Ho ho ho ho! Thought you were being really clever, didn't you? Yes, you're right. In English the word 'school' is spelt, er, 'school' (with a 'ch'). The thing is that the game title is sort of a joke. 'Back To School', only he still can't spell 'school' properly. Hence 'skool'. What I'm saying is that it's a deliberate mistake, and by trying to be too clever you've ended up looking a right clot! And I don't care if you are from Portugal – you still can't have a Trainspotter Award (just a badge). **Ed.**

WHINGE MOAN RANT

I've just noticed that after more than four years the train in the Trainspotter Award picture hasn't moved. It hasn't splodged the prat to death yet, even though the train has movement marks on it. I therefore claim my Trainspotter Award.
Barry Scott
Fife, Scotland

Look again. Those movement lines are 'vibrating lines', not 'whooshy lines'. That's right! It's a British Rail train (ie stationary). The driver simply engages the motors after a two hour wait to make the passengers think "Aaah. We're off at last!" Then he turns the motor off and the train stops shuddering. Then he turns them on again. Then off. Then on. Then off. It can go on for hours. And in the case of the Trainspotter train it's gone on for over four years. Still, you can have a Trainspotter for giving me an excuse to slag off British Rail. Honestly, I know they've just got this new bloke in to sort things out, but it's not going to work. The whole thing's a shambles and all he's going to do is put the prices up and axe a few services. It's literally a nightmare, and I for one say "We've had enough!" **Ed.**

blows up, messing up my nice white walls (padded for extra security, because I'm stark-raving-bonking-bananas mad).
M Barrett
Pontypridd
Mid Glamorgan

Look, let's get something straight, shall we? You said "your very own Mike Gerrard". I have to tell you that he isn't mine. I can't stress this point strongly enough. I don't, and have never ever in my entire life, owned the bearded adventurer... I've never even borrowed him, to be quite frank with you. Honestly, the nerve of some people. Oh, and you might have noticed by now that YS is still as skill as ever. In fact, it's even skiller. It's now almost as brilliant as Garden Sheds Fortnightly! **Ed.**

EXAMINATION TIME

I am sitting my GCSE exams soon. Towards my exams I must complete various pieces of course-work. At the moment I am concentrating on my CDT Design Project. I must design a joystick and would like to know what your preferences are, and what sort of games it could be used for. For example...
1) Short response, steel shaft and microswitches = sports sims.
2) Microswitches, steel shaft and accessible fire buttons = arcade games.
That sort of thing.
Arthur Banks
Hebburn
Tyne & Wear

No problem. Here goes...
1) Joysticks with autofire switches = games for which you have to fire loads and loads of bullets really quickly, in lots of different directions.
2) Joysticks that are shaped like keyboards and actually have working typewriter keys built into them = adventure games.
3) Really cheap joysticks that are, despite their price, absolutely and totally brilliant = CodeMasters games.
4) Broken joysticks = games that won't load (ie for people with Spectrum +2As).
How's that? If you need any help with your A-levels, don't hesitate to ask. **Ed.**

KINDLY LEAVE THE STAGE

Crap joke time again, I'm afraid. **Stuart Richards** of Shropshire first with this pathetic variation on the 'what do you call a man with nine doofers on his thingy?' school of chortles. Take it away, Stew!
Q: What do you call a man with three pieces of wood on his head?
A: Edward Woodward!
And as if that wasn't bad enough, he's enclosed a 'sequel'...
Q: What do you call a man with four pieces of wood on his head?
A: I don't know, but Edward Woodward would!
Yaaaaaarrrgghhh!
Bit of a pervy one now, from **Steven Sandhu** of Kent. It goes like this...
There were seven dwarfs in a shower all feeling happy. Then Happy walked out, so they all started feeling Grumpy instead.
As old as the hills, that one – but believe it or not it actually wins a badge. As does the other. I must be mad. Send your crap jokes in now to the same old address. You've seen how low the standard can be.

SMALL PRINT

Admit it. *YS* is completely rubbish, isn't it?
Lewis Flabman
Bowthorpe, Norwich
That's blatantly untrue. YS is just a little bit crap (in rather a funky skillo sort of a way). Oh, and let me, on your father's behalf, apologise for your surname. **Ed.**

Why was Farty The Warthog called Farty?
Andrew Brodit
Biggin Hill, Kent
You mean you want me to spell it out? Noxious odours eminated from his already rather smelly bottom. Clear now? **Ed.**

Why does that idiotic kid in the Findus Crispy Pancakes ad keep pinning the boxes on his bedroom wall?
Shane Speck
Driffield, Humberside
More importantly, why does the idiotic kid in the Findus Crispy Pancakes ad keep on eating Findus Crispy Pancakes? **Ed.**

Failure on all three.
WE Noonan
Wallasey, Merseyside
No. The first one started going again. **Ed.**

BUD PICO'S



HOW TO DO IT!

This month Bud comes clean about the recent bizarre events surrounding his grandmother! But first, a letter...

Dear Bud,
I've been having problems with cat fleas. Ever since my three Abysinians went missing recently a large number of tiny pests have emerged from my fitted carpets. They're everywhere and obviously in an advanced state of hunger since the odd disappearance of their feline hosts. Most of my family are now suffering from vicious bites, notably my young daughter who turned out to be allergic to the insects. Please inform me of a safe and economical way to remove these pests. (And how do I get my cats back?)
Yours worriedly
GK Chesterton

Dear GK
I was very sorry to hear about your misfortunes but I'm afraid they rather pale in comparison to my own. Why don't you move house? As for your missing pets, I believe the RSPCA could do you a good deal on replacements. Bingo!

As for my own personal life, well, it's been in complete tatters! If you remember, last month I was sent a letter from the Monopolies Commission about my references to a certain well-known breakfast cereal. Surely other brands were just as efficient in household chores and handyman tasks, they asked. And of course they were right! Rice Krispies are no better, and no worse, than any other popular cereal (to within a five percent margin).

So what's been going on? I can only hang my head in shame. You see, my gran, Madame Pico, for whom I've been standing in since her strange disappearance a few months ago, was abducted during her two week holiday in Spain! Apparently, her kidnappers were henchmen of an unscrupulous advertising agency, Finn, Finn, Nesbitt, Finn (and Finn), currently bidding for the Kelloggs Rice Krispies account! Unless I made constant references to their prospective client's product they said I'd never see Gran again. Thus all my DIY suggestions! I knew the ruse was looking wobbly when I started receiving personal visits from a very suspicious Alf Slater of Slater's Puffy Rice fame.

Anyway, the reason I can tell you this now is because Gran's just been rescued by the SAS! Yes, she's due to be returned any day, just as soon as they've debriefed her on the whereabouts of the now missing FFNF (&F). I suppose she'll want her column back now. Ho hum.
Cheers,
Bud

Enigma Variations/£9.95 cass
£14.95 disk

DEFENDERS OF THE EARTH

Rich Whilst swinging your pants on a Saturday morning you'll no doubt have caught a glimpse of *Defenders Of The Earth* on telly. I certainly have – probably 'cos watching pointless cartoons is about the only thing to do which doesn't involve getting out of bed. Anyway, ever seen it? Good, innit? But before you've had time to reduce yourself to the mental age of six, re-name yourself 'Trev' and shriek "A-ducking and a-diving, a-wheeling and a-dealing – we're flippin' crazy", *Defenders Of The Earth* appears on the Speccy. Blimey!

In case you haven't caught on yet, *Defenders Of The Earth* the game (that is) is a conversion of the ever-popular cartoon of the same name. Our heroes take the form of Flash-pants Gordon, Mandrake the Magician, Lothar, The Phantom and pet Zuffy who all, er... defend the Earth from the nasty, mean, evil and generally not-very-nice-at-all Ming the Merciless who's intent on causing maximum mischief, the scamp. This time, though, Ming's gone completely hatstand and decided to take over the entire world, kidnapping the Defenders' kids into the bargain and threatening to kill them if anyone interferes. Cripes!

An extremely cunning plan is devised – dash in, grab the kids, deal with Ming, and dash out again. This is where you come in, taking on the role of Flash who's been volunteered by the others to do the dirty work whilst they stay home in bed.

Luckily, though, should you run into any real trouble, such as a locked door or an unpassable chasm, then at the touch of a button one of your chums will be teleported along to help, do their bit, and then beetle off back home again. Funny how everyone else disappears when there's work to be done, eh, folks?

All this might seem terribly inspiring but actually it has little to do with the game whatsoever. Basically, we're looking at your standard flip-screen run-about-and-shoot-things affair, where you simply, er, run about and shoot things all day.

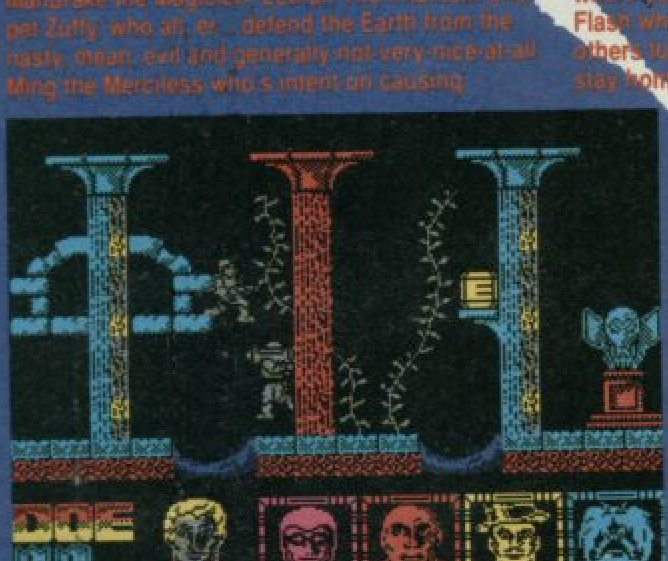
Well, what do I reckon, then? On the plus side, it's quite fast and action-packed – you're not really on one screen for more than a few seconds before hurling yourself onto the next. Graphics are good too – lots of colour and smooth animation. A nice touch is the way which you walk behind some of the scenery rather than in front of it – very effective. Should you so desire, you could even sing along to the theme tune (a pleasant enough little ditty) which is played at the beginning – but personally I think that I'll skip that bit (I don't know the words). And I'm afraid that's your lot so far as good things go.

Actual games are rather on the short side because the thing is so ruddy hard – and the fact that I'm crap doesn't help either. And another thing – there are no extra bonuses or weapons to collect. What this means is that you're stuck with the measly pop-gun which you're given at the start, with no opportunities to up-grade at all. Sazzen frazzen razzen. And as for the bit about summoning your friends – simply sellotape the 'Call Help' key down and help'll be at hand every time you need it.

Overall, I liked what was there, but there simply wasn't enough. All the levels (multiload, by the way) are remarkably similar to each other and the whole thing gets slightly too boring all to quickly. Not too bad, but unfortunately still a bit of a turkey. Merry Christmas!



That's Octon by the way, an extremely large and nasty robot who's about as helpful as someone who's deliberately not being very helpful at all.



'You can't have your cake and eat it' as they say – not that that's got much to do with what's going on here though. Simply jump over the water – and pick up that extra energy icon on the way.



A Kamazakie soldier who'll hurl himself at you – draining vast amounts of energy as well. Simply pop him one from the old gun.

There are lots of things about, including this monster bloke and on-screen cannons which constantly fire at you but can't actually be killed. The only solution is to scarper, quick!

Our hero (ie you).

This door was locked a minute a go – but pressing "Call Help" has just summoned one of my chums to come and open it for me. No probs.

Talking of my chums – here they all are. If they're able to help you they start flashing (oo-er) and pop up in the game itself.

DOE – Defenders of the Earth.

You start life with three shields – each wears down every time you touch a baddy or get shot. We're on our last one now though. Yikes!

Your score (not doing particularly well, are we, readers?).



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
53°	75°	61°

DIAGNOSIS

A 'could've been good' shoot-em-up – there's just not enough to do.

INSTANT APPEAL 88°

HOT ROD

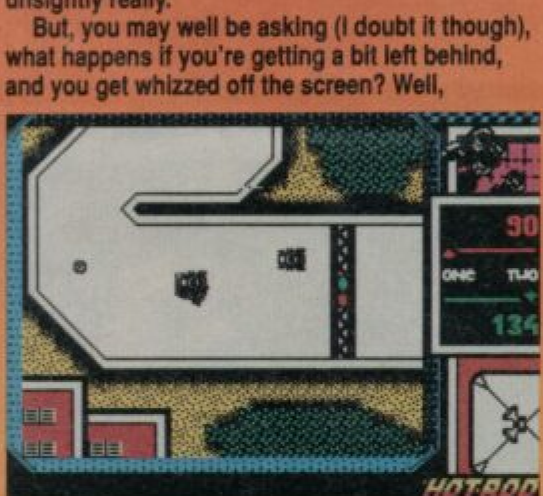
Activision/£9.99 cass/ £14.99 disk



Jonathan *Hot Rod* – it's a flipping driving game. And if you thought scrolling driving games were bad enough, flipping ones are miles worse, I can tell you. Especially when they flip just when you're not expecting it. (Actually, I just exaggerated a bit. *Hot Rod* isn't really flip-screen in the same way that *Cybernoid* is flip-screen, but then again it doesn't scroll as such either. Well, it does, but in sort of short jerky bursts. I'll explain in a minute.)

The whole impression of the game is a lot like *Supersprint* really, just not so much fun. Using the usual Left, Right and Accelerate controls you've got to send your little car hammering round the track, trying to beat Player Two (if there is such a person) and the computer's car(s). You get an overhead view of the track as usual (it's not a 'loop' though, more of a long, bendy thing with a beginning and an end). The difference is that you only get to see a bit of the track at a time. As soon as whoever's in the lead gets to the edge of the screen, zzzziiiip! The next bit's whizzed on. A bit unsightly really.

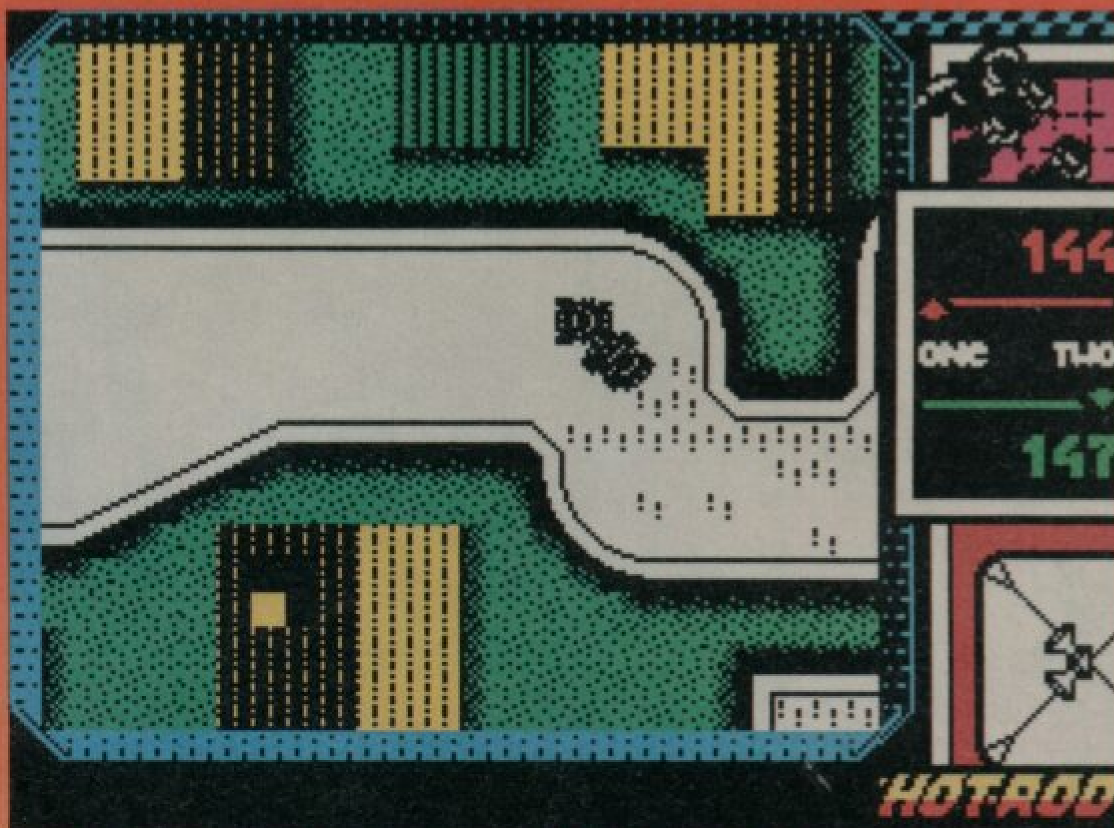
But, you may well be asking (I doubt it though), what happens if you're getting a bit left behind, and you get whizzed off the screen? Well,



Pulling away from the starting grid, there's already a massive shock horror death carnage (I'm strategically hanging back). I'm sure they'll be okay though as you can drive over/under/through whoever you like.

something slightly alarming happens. Your car starts flashing, and then gets picked up and dumped into the middle of the new screen that's just scrolled on. Hmmm. And then, just as you're getting sorted out and facing in the right direction to continue, the rest of the pack will inevitably have reached the next screen and it all happens again. Double "hmmm". That said, when you do get to grips with the controls you find that the computer's cars are hopeless. They keep getting stuck behind things and losing drastically.

While we're having a good old go at *Hot Rod*, it's probably worth pointing out that the graphics are useless too. They look like something out of a horrible piece of Christmas wrapping paper, or even a Codies game, and all the cars are the same colour (black, actually) so you keep forgetting which is yours. Even at the beginning (although

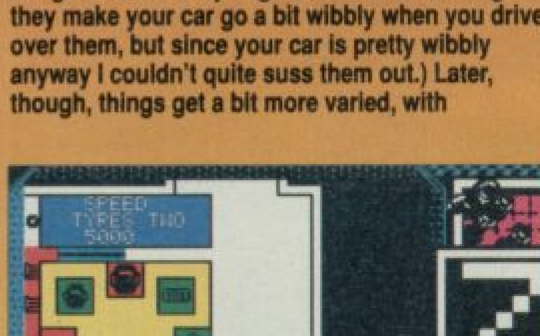


Yikes! There are lots of exclamation marks in the middle of the road!! Looks a bit 'significant'!!!

quite when the beginning is tends to be a matter of guesswork – there's no indication) you're in the dark as to which wheels are yours.

But there must be more to it than that, eh? And indeed there is. There's fuel to think about for a start. If you keep holding down Accelerate you'll run out of it fairly rapidly. And then there are the add-ons. Dotted all round the course are little icons, which give you various things if you pick them up. Money ones are the most handy, as you can cash them in after the race for new engines, tyres, that sort of thing.

There are lots of different tracks which, would you believe, multiload in. It's not that bad though, as they don't take long. The first couple are fairly straightforward – maybe a few bends or patches of exclamation marks to worry about. (These last things look like they might be oil or something – they make your car go a bit wibbly when you drive over them, but since your car is pretty wibbly anyway I couldn't quite suss them out.) Later, though, things get a bit more varied, with



Here we are at Kwik Fit. What shall we have? A bucket? Or maybe a pocket calculator with handles on the side?

alternative routes and what look like bridges. I say 'look like' primarily to increase my word-count, but also because they're a bit spooky. They look like you can drive under them, but when you try you end up driving over them instead (if you see what I mean).

Hot Rod's one of those games where if you're doing really well you think to yourself, "Blimey, maybe I've got it all wrong – this is quite good after all," and then as soon as you crash, run out of fuel or whatever you swear vividly, hurl the tape across the room and reach for the Reset button. That's what I did anyway.

It's sort of okay(ish). If the graphics were a bit better, and if it wasn't quite so irritating, *Hot Rod* might be perfectly acceptable. As it is though there are loads of other overhead-view driving games around, including many on budget, so why don't you check out a few of those instead? Try the Codies' *Grand Prix Simulator* for starters.

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
45°	69°	70°

DIAGNOSIS

A pretty average driving game with a horrible flipping way of doing things.

INSTANT APPEAL 55°

59°

When you're talking SINCLAIR talk to Microsnips

Whatever your needs, we have over 3,600 different computers and accessories in stock – all backed by the knowledgeable, highly professional service that has made us one of the most respected computer dealers in Britain.

So whether you're looking for hardware, software or just some expert free advice, consult the Sinclair specialists.

Talk to Microsnips.

COMPUTER PACKAGE DEALS

NEW **Sam Coupe**	£169.95
NEW **Coupe Disk Drive**	£89.95
NEW **Sam Coupe Plus One Drive**	£249.96
Spectrum Plus 3 Action Pack	£199.95
Spectrum Plus 2 Action Pack	£149.95

JOYSTICKS & INTERFACES

Kempston Joystick Interface	£8.95
Cheetah Starfighter Starprobe	£12.50
Spec + 2 Joystick Adapter	£3.99
Kempston +2/+3 Interface	£7.95
New Micro Blaster *was £12.95*	£9.95
Konix Navigator	£14.50
Datex Handblaster	£5.99

GRAPHICS & SOUND

Trojan Lightpen 48K	£19.95
Trojan +2 Lightpen (please specify +2/+2A)	£19.95
Trojan +3 Lightpen	£22.95
Cheetah Sound Sampler	£44.95
Cheetah Midi	£49.95
Advanced Art Studio (128)	£24.95
Artist II (128)	£17.95
Artist II (48)	£14.95
Artist II +3	£19.95
Art Studio	£14.95
Datel Genius Mouse and Art Studio (+3 version inc. Artist II)	£49.95

BACK-UP DEVICES

Multiface 1* *Check Availability	£39.95
Multiface 48/128	£44.95
Multiface 3 Thru-Port	£49.95

PROTECTIVE COVERS All covers stocked – call us

Spectrum Plus	£4.99
Spectrum ZX	£4.99
Spectrum Plus 2/3	£5.99
DMP 2000/2160/3000 Printers	£6.95

DATA RECORDERS & ACCESSORIES

Datacorder with + 3 or 48/128 Lead	£24.95
Spec +3 Cassette Lead	£2.99
48/128 Cassette Lead	£1.59
Head Alignment Kit (Spec)	£6.95
Head Cleaner & Fluid	£3.99

UTILITIES

CPM (+3) System	£27.50
Hisoft Devpac +3	£17.95
Hisoft Basic +3	£26.95
Hisoft C +3	£27.00
Hisoft Pascal +3	£33.00
Hisoft Devpac 48/128	£13.95
Hisoft Basic 48/128	£22.95
Hisoft C 48/128	£23.00
Hisoft Pascal 48/128	£23.00
Masterfile +3	£26.95
Masterfile 48/128	£14.95
Tasword 2 48K	£12.90
Tasword 3 (Microdrive)	£15.50
Tasword 48K	£4.50
Tasword +2	£19.95
Tascalc +3	£24.95
Tasprint +3	£24.95
Tascalc (128+2)	£19.95
Tasword +3	£24.95
Tas Spell +3	£24.95

DISC DRIVES & ACCESSORIES

64K Wafas 2	£7.99
16K Wafas 2	£3.99
Disciple Disc Drive Interface	£79.95
Disciple +3½" Drive	£179.95
Plus D Disc Drive Interface	£59.95
Plus D +3½" Drive	only £159.95
3½" Disc Cleaner	£6.99
3" Disc Cleaner	£6.99
3"/3½" (20/40) Lockable Disc Box	£7.50
3"/3½" (60/80) Lockable Disc Box	£8.95
Microdrive Extension Cable	£6.95
10–CF2 3" Maxell Discs	£22.95
TDK 3½" DSDD (10)	£14.50
Microdrive Cartridge	£1.99
25 DSDD 3½" Bulk Kao Disks	£22.95

MONITORS/TV

Philips Med Res Colour Monitor Inc +3/+2 Lead	£239.95
+3 or +2 Scart Monitor Lead	£9.95
TV/Computer Lead	£1.59

PRINTERS/INTERFACES

Amstrad 2160 inc +3 Print Lead	£159.95
Panasonic KX P1081 inc +3 Lead	£179.95
Star LC 10 Mono Colour	£229.00
+3/Also New Version	
+2 Printer Lead	£9.95
Multiprint by RR (works as Kempston E)	£43.95
ZX Paper Rolls 5	£14.95
Alphacom 32/Timex Thermal Paper 5	£9.95

SPARES & REPAIRS

Spec 48 Power Supply	£9.95
128K +2 Power Supply (Please Specify +2 or +2A)	£19.95
Spec + Membrane	£8.95
ZX Membrane	£3.99
ZX/Spec + Service Manual (Eur +£2)	£29.95
Spec + 2 Repair	£24.95
ZX/SP + Repair	£19.95
4164 Mem Chips	£4.99
4116	£4.99
Spectrum +3 Power Supply	£19.95

RING **051-630 3013** TO ORDER
or for FREE CATALOGUE
(Satellite catalogue also available)
Answerphone 6.00 p.m. – 9.00 a.m.

OVERSEAS CUSTOMERS NOTE
Postgiro International accepted. NOT Postbank Postcheque. Books not taxable – Europe add £5. Non Europe add £10. We reserve the right to charge carriage at cost.

UK POSTAGE AND PACKING. Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery the day after the despatch. Overseas customers (Europe): Full price shown will normally cover carriage and free tax. Non Europe add 5% to total.

MICROSNIPS

Personal Callers Welcomed

Making technology work for you!

37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN 051-630 3013 051-630 5396 051-691 2008 FAX: 051-639 2714

SOFTWARE CITY

Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

VISA **Call us on: 24 Hour Credit Card Hotline 0902 25304** Access

GAMES

2 Player Super League	2.99
4 Soccer Sim	2.99
3-D Grand Prix	2.99
720	2.99
1942	2.99
Academy	2.99
Ace 1 or 2	2.99
Advanced Soccer Sim	2.99
Airwolf 1 or 2	1.99
Alien Syndrome	2.99
Arcade Flight Sim	2.99
Arcade Fruit Machine	2.99
Army Moves	2.99
Bak To Skool	1.99
Barbarian	2.99
Bard's Tale	2.99
Barry McGuigan's Boxing	2.99
Baseball	2.99
Batman	2.99
Battleships	1.99
BMX Sim 1 or 2	2.99
Bombjack 1 or 2	1.99
Boxing Manager	2.99
British Super League	2.99
Buggy Boy	2.99
Shuckie Egg 1 or 2	3.99
Classic Punter	2.99
Classic Trainer	2.99
Combat Lynx	1.99
Combat School	2.99
Commando	2.99
Contact Sam Cruise	2.99
Crazy Cars	2.99
Cricket Captain	2.99
Cricket Crazy	1.99
Cricket Int	1.99
Critical Mass	1.99
Crystal Castles	2.99
Cup Football	2.99
Cybernoid 1	2.99
Daley Thompsons Decathlon	2.99
Dan Dare 1 or 2	2.99
Deep Strike	1.99
Dizzy	2.99
Dizzy Dice	1.99
The Double	2.99
Eagles Nest	1.99
Enduro Racer	2.99
European 2 Football	2.99
Fantasy World Dizzy	2.99
F. A. Cup	1.99
Fist 2	2.99
First Past The Post	2.99
Footballer	2.99
Football Manager	2.99
Footballer Of The Year	2.99
Formula One Grand Prix	1.99
Frank Bruno	1.99
Frankenstein Jnr	2.99
Fruit Machine Sim 1 or 2	2.99
Full Throttle	1.99
Game Over	2.99
Gary Linekers Superstar Soccer	2.99
Gauntlet 1 or 2	2.99
Graham Gooch	1.99
Ghosts And Goblins	2.99
Ghostbusters	1.99
Grand National	1.99
Grand Prix Sim 1 or 2	2.99
Great Escape	2.99
Green Beret	2.99
Greg Loses Clock	2.99
Grid Iron 2	2.99
Hardball	2.99
Heavy On The Magick	1.99
Hypersports	2.99
I.K. +	2.99
Ikari Warriors	2.99
International Football	2.99
International Manager	2.99
Jack The Nipper	2.99
Jet Set Willy	1.99
Jock Wilson's Darts	2.99
Joe Blade 1 or 2	1.99
Joe Blade 3	2.99
Knightmare	1.99
Konami Ping Pong	2.99
Konami Tennis	2.99
Krakout	2.99
Lambourghini Sim	2.99
Las Vegas Casino	2.99
Leaderboard	2.99
League Challenge	1.99
Little Puff	2.99
Manic Miner	2.99
Masters Of The Universe (Film)	2.99
Matchday	2.99
Mig 29	2.99
Mooncresta	1.99
Monte Carlo Casino	2.99
Monty On The Run	2.99
Moto Cross Sim	2.99
Nigel Mansell Grand Prix	2.99
North Star	2.99
Ollie And Lisa	1.99
Ollie And Lisa 3	2.99
On The Bench	2.99
Operation Gunship	2.99
Paperboy	2.99
Peter Beardsley	2.99
Pinball Sim	2.99
Power Play	1.99
Postman Pat	1.99
Postman Pat 2	2.99
Predator	2.99
Premier 2 Football	1.99
Pro Golf 1 ro 2	1.99
Pro Snooker	2.99
Pub Trivia	2.99
Quartet	2.99
Rally Cross Sim	2.99
Rambo	2.99
Rampage	2.99
Renegade	2.99
Rex	2.99
Rock Star	2.99
Roller Coaster	1.99
Rolling Thunder	2.99
Rugby Boss	1.99
Rugby Sim	2.99
Rygar	2.99
Saboteur 1 or 2	1.99
Scooby Doo	1.99
Short Circuit	2.99
Sigma 7	1.99
Skate Crazy	2.99
Skooldaze	1.99
Soccer 7	2.99
Soccer Boss	1.99
Soccer Director	2.99
Soccer Q	2.99
Soccer Star	2.99
Soldier Of Light	2.99
Solomon's Key	2.99
Space Harrier	2.99
Spindizzy	2.99
Spooked	2.99
Spy Hunter	2.99
Spy V Spy	2.99
Street Fighter	2.99
Striker	2.99
Summer Games	2.99
Super Cycle	2.99
Super Nudge 2000	1.99
Superstar Soccer	2.99
Super Tank Sim	2.99
Tetris	2.99
Theatre Europe	2.99
Thundercats	2.99
Tom Cat	1.99
Top Gun	2.99
Trap Door 1 or 2	1.99
The Train	2.99
Treasure Island Dizzy	2.99
Turbo Esprit	1.99
Turf Form	2.99
Twin Turbo V8	2.99
U.S. Basketmaster	2.99
Wembley Greyhounds	2.99
Wheelie	1.99
Who Dares Wins 2	1.99
Winter Games	2.99
Wizball	2.99
Wonderboy	2.99
World Class Leadeboard	2.99
World Games	2.99
World Soccer	2.99
World Soccer League	2.99
Yie Ar Kung Fu	2.99
Yogi Bear	1.99
Zybex	2.99

NEW BACK CATALOGUE

Afterburner	2.99
Book Of The Dead	1.99
Boulderdash 1 & 2	2.99
Cauldron I	1.99
Dominator	2.99
Dynamite Dux	4.99
Federation Adventure	1.99
Galaxy Force	2.99
Gary Linekers Hotshots	2.99
Implosion	1.99
International Mathday (128K)	2.99
Lord Of The Rings (Inc. Book)	6.99
Mega Apocalypse	1.99
Mikie	2.99
Pacland	3.99
Powerdrift	4.99
Saint And Greavsie	2.99
Tapper	2.99
Tusker	4.99
Vindicators	2.99
Xenophobe	2.99

SOFTWARE CITY SPECIALS

3D Pinball	2.99
3D Snooker	2.99
5-A-Side Soccer	2.99
Apache Gold	1.99
Black Lamp	1.99
Cauldron 1	1.99
Cookie	1.99
Crosswise	1.99
Deactivators	0.99
The Deep	2.99
Dynamic Duo	2.99
Earthlight	1.99
Enigma Force	1.99
Enlightenment (Druid 2)	1.99
Exploding Fist +	2.99
Fat Worms Blows a Sparky	1.99
Final Mission	1.99
Fire And Forget	1.99
Frankenstein	1.99
Footballer Manager	2.99
Games Summer Edition	2.99
Gold Silver And Bronze	4.99
Guadalcanal	1.99
Heartland	1.99
Hellfire Attack	1.99
Hypaball	1.99
I Of The Mask	1.99
Indy Temple Of Doom	2.99
Intensity	1.99
Jail Break	2.99
Karyssia	1.99
Knight Orc (Level 9 Adventures)	3.99
L.E.D. Storm	2.99
Live And Let Die	1.99
Magnetron	1.99
Martianoids	1.99
Mini Putt	2.99
Mountains Of Ket	1.99
Mystery On The Nile	1.99
Passing Shui	2.99
Platoon	2.99
Pro Boxing Sim	2.99
Question Of Sport	3.99
The Realm	1.99
Riddlers Den	1.99
Road Blasters	2.99
Rod Pikes Horror Compilation	4.99
Calamander	2.99
Shackled	1.99
Shoot Out	2.99
Starstrike I+II	2.99
Sophistry	1.99
Spiderman	1.99
Spytrek Adventure	1.99
Supersprint	1.99
Supersports	2.99
Super League Soccer	2.99
Sports Hero	1.99
Teladon	1.99
Temple Of Vran	1.99
Tempest	1.99
Thanatos	1.99
Tiger Road	2.99
Time Scanner	2.99
Toy Bizzare	1.99
Vixen	1.99
Wizard Warz	1.99
Xarq	1.99
Yogi Bears Great Escape	2.99

	CASS	DISK
After The War	6.99	9.99
Ancient Battles	9.99	N/A
A.P.B.	6.99	9.99
Austerlitz	6.99	N/A
Batman The Movie	6.99	9.99
Black Tiger	6.99	N/A
Bloodwych	6.99	9.99
Bomber	9.99	13.99
Brian Clough's Football	6.99	9.99
Cabal	6.99	9.99
Carrier Command (128K)	9.99	11.99
Castle Master	6.99	9.99
The Champ	6.99	N/A
Championship Golf	6.99	N/A
Chase H.Q.	6.99	9.99
Continental Circus	6.99	9.99
Crackdown	7.50	N/A
Crazy Cars 2	6.50	N/A
Cricket Master	6.50	N/A
Cyberball	4.99	8.99
Dan Dare III	6.99	9.99
Double Dragon 2	6.99	9.99
Test Drive II: The Duel	6.99	11.99
The Duel	6.99	9.99
Emlyn Hughes	6.99	9.99
E-Motion	7.50	N/A
Fiendish Freddy	6.99	9.99
Footballer Of The Year 2	6.99	9.99
Footballer Director	6.99	N/A
Footballer Director 2 (129K)	13.99	13.99
Footballer Manage 2 + Expansion	6.99	9.99
Forgotten Worlds	6.50	8.99
Ghouls And Ghosts	6.99	9.99
Ghostbusters 2	7.50	N/A
Gunship	6.99	9.99
Hammerfist	6.99	N/A
Hard Drivin'	6.99	9.99
Hea vy Metal	6.99	9.99
Hunt For Red October	6.99	N/A
Impossamole	6.99	9.99
Indiana Jones Last Crusade	6.50	N/A
Ivanhoe	6.99	9.99
Kenny Dalglish	6.50	9.99
Kick Off	6.99	9.99
Klax	6.99	9.99
Lazer Squad	6.99	N/A
Microprose Soccer	6.99	9.99
Myth	6.99	N/A
New Zealand Story	6.50	9.99
Ninja Warrior	6.99	9.99
Ninja Spirit	6.99	N/A
Operation Thunderbolt	6.99	9.99
Operation Wolf	6.50	9.99
P-47 Thunderbolt	6.99	9.99
Paul Gasgoine Super Soccer	6.99	N/A
Pipemania	6.99	N/A
Powerdrift	6.99	N/A
Professional Soccer	6.50	N/A
Project Stealth Fighter	6.99	9.99
Rainbow Islands	6.99	9.99
Rick Dangerous	6.99	9.99
Robocop	6.99	9.99
Run The Guantlet	6.50	9.99
Scrambled Spirits	6.99	9.99
Shinobi	6.99	9.99
Skate or Die	6.99	9.99
Space Harrier 2	6.99	9.99
Starglider 2	9.99	13.99
Star Wars Trilogy	8.99	13.99
Strider	6.99	N/A
Stunt Car	6.99	9.99
Super Wonder Boy	6.99	N/A
Test Drive II The Duel	6.99	11.99
Times Of Lore	6.99	9.99
Tolkien Trilogy	8.99	N/A
Toobin	6.99	9.99
Tracksuit Manager	6.99	N/A
Treble Champions	6.99	N/A
Turbo Outrun	6.99	9.99
The Untouchables	6.99	9.99
Vulcan	6.99	N/A
War In Middle Earth	6.99	9.99
World Boxing Manager	6.99	N/A
X-Out	6.99	N/A

COMPILATIONS

FRANK BRUNO'S BIG BOX
FRANK BRUNO'S BOXING, BATTY, COMMANDO, BOMBJACK, SCOOBY DOO, BATTLESHIPS, SABOTEUR, 1942, GHOSTS AND GOBLINS & AIRWOLF.
CASS £5.50

THRILL TIME PLAT 1
BUGGY BOY, SPACE HARRIER, LIVE AND LET DIE, OVERLANDER, DRAGON'S LAIR, THUNDERCATS, BEYOND THE ICE PALACE, GREAT GURIANOS, HOPPING MAD & IKARI WARRIORS
CASS £8.99

THRILLTIME GOLD 3
COMMANDO, 1942, SPITFIRE, COMBAT LYNX, DEEP STRIKE
CASS £6.99

THRILLTIME GOLD 2
AIRWOLF, SCOOBY DOO, BATTLESHIPS, SABOTEUR & FRANK BRUNO
CASS £6.99

SPACE ACE
VENOM STRIKES BACK, XEVIOUS, CYBERNOID, NORTHSTAR, ZYNAPS, TRANTOR & EXOLON.
CASS £5.50

THRILLTIME GOLD 1
PAPER BOY, GHOSTS AND GOBLINS, BOMBJACK, BATTY AND TURBO ESPRIT
CASS £6.99

EDITION ONE
DOUBLE DRAGON, XENON, GEMINI WINGS AND SILK WORM
CASS £7.50 DISC £11.99

SUMMERTIME SPECIALS
WORLD CLASS LEADERBOARD, SOLOMON'S KEY, BRAVESTARR, TRANTOR, RYGAR & CAP'N AMERICA.
CASS £5.50

OKARATE ACE
WAY OF THE EXPLODING FIST, BRUCE LEE, KUNG FU MASTER, AVENGER, SAMURAI TRILOGY, UCHI MATA & WAY OF THE TIGER
CASS £5.50

WINNERS
INDIANA JONES TEMPLE OF DOOM, BLASTEROIDS, LED STORM, THUNDERBLADE, IMP MISSION 2
CASS £9.99 DISC £13.99

THE BIZ
R-TYPE, OPERATION WOLF, DOUBLE DRAGON, BATMAN THE CAPED CRUSADER
CASS £9.99

MEGA MIX
OPERATION WOLF, BARBARIAN 2, DRAGON NINJA & REAL GHOSTBUSTERS
£9.99

ARCADE FORCE FOUR
GAUNTLET, ROAD RUNNER, INDIANA JONES, AND METROCROSS
CASS £5.50

100% DYNAMITE
AFTERBURNER, LAST NINJA 2, WEC LE MANS, DOUBLE DRAGON
CASS £9.99

TAITO COIN OPS RASTAN, FLYING SHARK, ARKANOID 1 AND 2, SLAPFIGHT, BUBBLE BUBBLE, RENEGADE AND LEGEND CAGE.
CASS £8.99

ORDER FORM AND INFORMATION

All orders send FIRST CLASS subject to availability. Just fill in the coupon and send it to:- **Software City**
Unit 4, BDC, 21Temple Street, Wolverhampton WV2 4AN.

ORDER FORM (Block Capitals)

Name ....

Address ....

....

Postcode.................... **Tel No** ....

Name of game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES - Please add 50p for post and packaging on all orders under £5. Overseas add £1.50 per item. Paying By Cheque - Cheques payable to **Software City.**

CARD TYPE ____________ EXPIRY DATE ____________ DEPT YS. June

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

EUROPEAN ORDERS MASTER CARD EUROCARD ACCEPTED

SIGNATURE ____________ DATE ____________

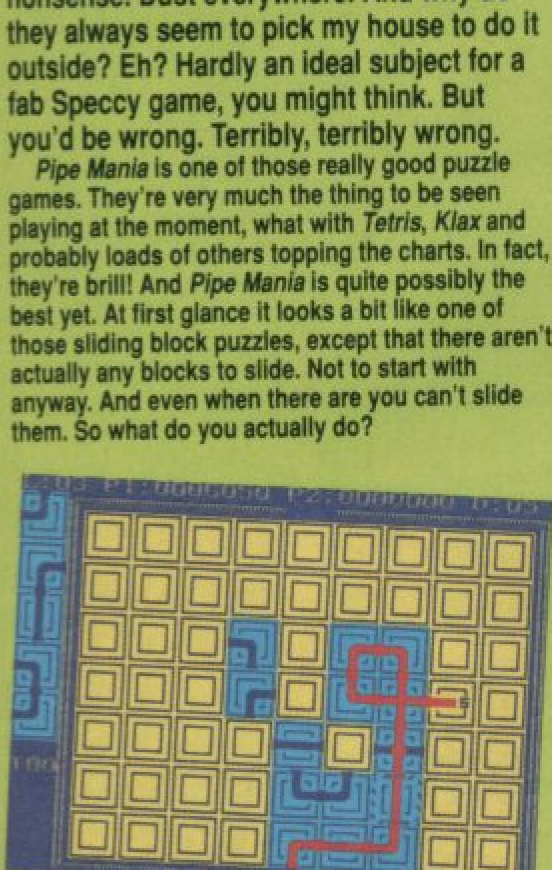
PIPE MANIA

Empire/£9.99 cass/£14.99 disk



Jonathan Laying a pipeline is quite a thought-provoking business. First of all you've got to decide where you're going to put it, and then there's all that dreadful, noisy digging-up-the-roads nonsense. Dust everywhere. And why do they always seem to pick my house to do it outside? Eh? Hardly an ideal subject for a fab Speccy game, you might think. But you'd be wrong. Terribly, terribly wrong.

Pipe Mania is one of those really good puzzle games. They're very much the thing to be seen playing at the moment, what with *Tetris*, *Klax* and probably loads of others topping the charts. In fact, they're brill! And *Pipe Mania* is quite possibly the best yet. At first glance it looks a bit like one of those sliding block puzzles, except that there aren't actually any blocks to slide. Not to start with anyway. And even when there are you can't slide them. So what do you actually do?



Eek! This is one of the later levels, and there are yellow blocks all over the place getting in the way! Yikes!

Start the game, study the screen carefully, and you'll notice a pipe marked 'S'. This is where the 'flooz' will start flowing from within a few seconds. What you've got to do is take sections of pipe, one at a time, from the dispenser at the side and place them onto the screen. In doing so you'll hopefully extend the pipeline from its humble beginnings to a huge great big thing, winding its way round the screen. If, in fact, you don't manage this, and the flooz hits the end of the pipe before it's gone through a specified number of sections, you're a gonner. If you make it, however, you'll clock up a score according to how many pieces of pipe have been flowed through. Any unused ones lying around will count against you.

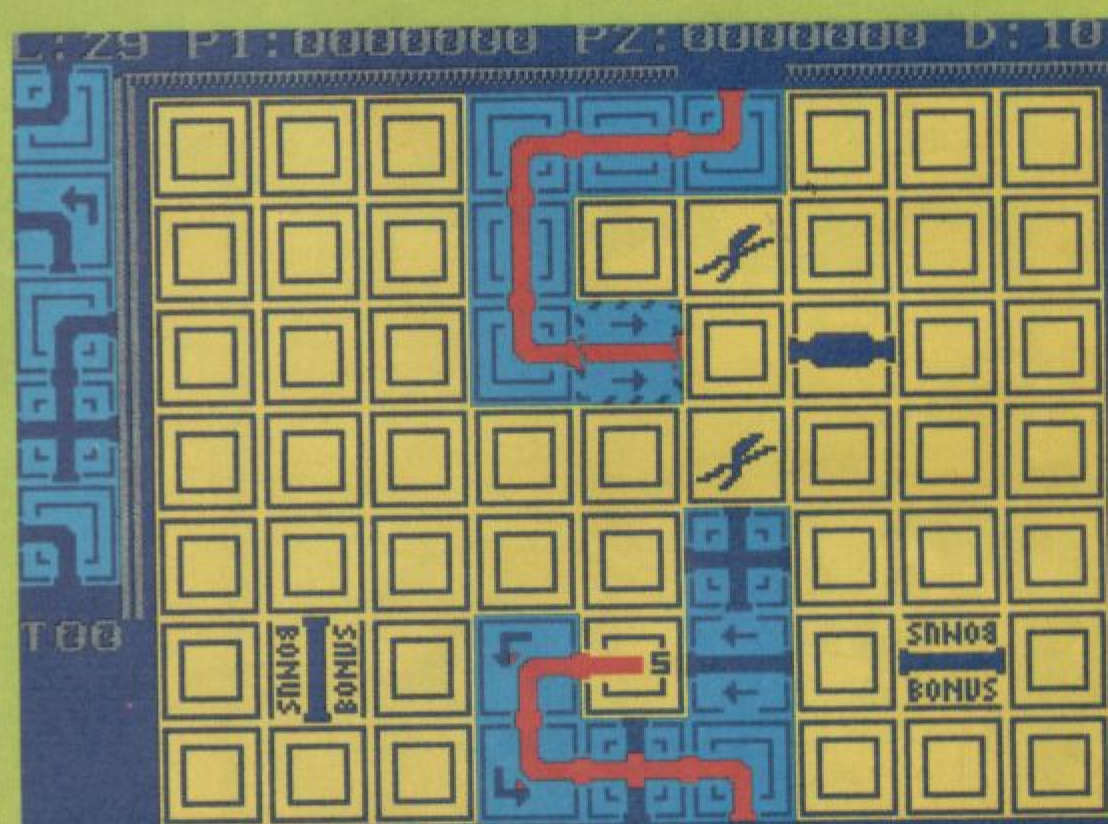
There are loads of levels (with passwords to access them), and as you progress through them strange things start to happen. Objects appear on the screen. Sometimes they're special sections of pipe (like reservoirs which slow down the flooz, or bonus sections which give you lots of points if you route the flow through them). You may also suffer one-way pipes appearing in the dispenser. What's more, you may find holes in the walls around the screen – if you direct the flooz through one of these, you'll find that it reappears on the opposite side of the screen.

And it gets harder and harder. Not only does the length of time before the flooz starts flowing decrease, and the length of pipe you must make increase, but the order in which the pieces appear in the dispenser gets more and more awkward. Towards the end you'll find yourself having to plan the route ages in advance and fill up every last square on the screen. It's a toughie all right. There's even a two-player option. Each player gets a dispenser to him/herself, and the game becomes a competition to see who can get the most gunge through their pipe.

YOUR SINCLAIR MEGAGAME

Presentation-wise, the game is well up to scratch. Admittedly there's not much that can be done to make pieces of pipe look terribly exciting, but there are a few tunes to brighten things up.

Above all, *Pipe Mania* is a 'fun' game. It's hugely addictive, horribly frustrating and all-round edge-of-the-seat stuff – recommended to anyone prepared to put a bit of brain-work into their game-playing. It's a Megagame okay.



Here's a quick *Pipe Mania* lesson – look to the left there, that's your pipe dispenser. 'S' is where you start and the red stuff is the flooz. Now get going!



Look at this – the water's going crazy, but we've already got it flowing through 40-odd pipes – mega points ahoy!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
88°	75°	93°

INSTANT APPEAL 89°

DIAGNOSIS
An ultra-addictive puzzler. Conclusive proof that just because a game looks square doesn't mean it is.

90°


TAITO'S
ISLAND-HOP
COIN-OP
SLIP ON YOUR
MAGIC
SHOES,
PRACTISE
THROWING A
RAINBOW AND HEAD FOR
DOH'S ISLAND.
ATTACK DOH AS HE
HIMSELF SPRAYS YOU WITH
AN ONSLAUGHT OF BULLETS.
YOU'D BETTER BE QUICK ... THE
WATER'S RISING!
THERE MAY ONLY
BE ONE WAY TO
DEFEAT THE VICIOUS
CREATURES ON
INSECT ISLAND
... FIND THE CUP OF
DESTRUCTION ... YOU'LL
HAVE TO BE PRETTY
SLICK WITH YOUR
RAINBOWS SO AS TO
OVERCOME THE BEES,
LADYBIRDS, SPIDERS,
CATERPILLARS AND
YIKES!!... THE BEEHIVE!!
OH NO!
NOW I WISH I'D STAYED
WITH THE BEES! THEY'RE
JUST BUZZING BABES
COMPARED TO THESE TANKS,
PLANES AND 'COPTERS ON
COMBAT ISLAND.
YES, IT'S TIME TO BEAT
THESE GUYS AT THEIR
OWN GAME AND TAKE
TO THE AIR ...
NOW WHERE'S MY
BOX OF WINGS?
NEXT STOP –
MONSTER
ISLAND
– WELL YOU CAN JUST FIND
OUT FOR YOURSELVES –
WHEN GHOSTS, TROLLS,
SKELETONS AND
VAMPIRES INVITE YOU
TO SUPPER... IT'S TIME
TO HIT THE YELLOW
BRICK ROAD!
RAINBOW ISLANDS
SPECTRUM
AMSTRAD
COMMODORE
ATARI ST
AMIGA
TAITO
ocean
6 Central Street
Manchester · M2 5NS
Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650
THE VERY BEST IN ORIGINAL GAME PLAY FEATURING ALL 7 ISLANDS, FAITHFULLY REPRODUCING THE FUN AND EXCITEMENT OF THE ARCADE HIT.

HINTS'N'TIPS
YS TIPSHOP



He's an undercover agent with a stench to kill. He is JONATHAN DAVIES – The Man In The Bed!

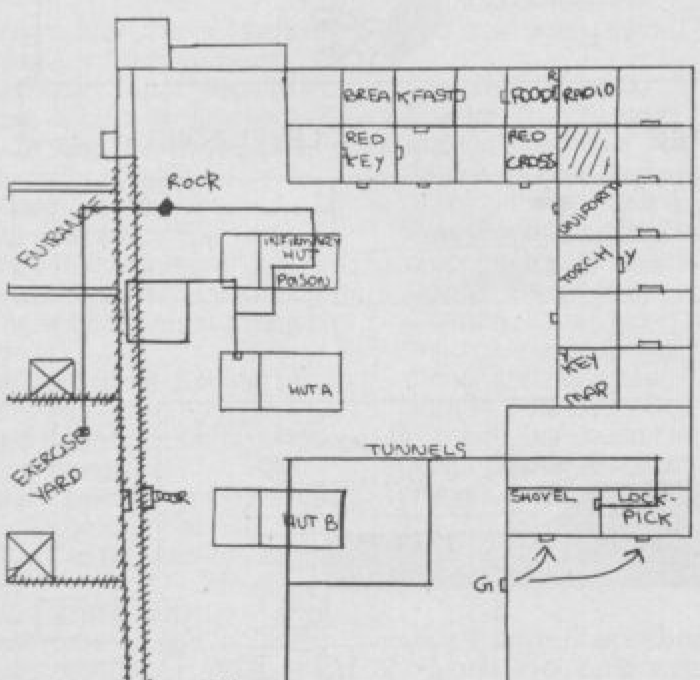
Intros are always a problem. I could waffle on about all the things I've been up to at Uni, but since I'm on holiday at the moment that might prove a little tricky. You wouldn't be interested anyway. The only other thing is to talk about 'tips', but I'm sure you know all about those already.

Nope, it's a toughie all right. Erm, I can't even think of any good jokes to tell you. I don't even think there's anything good on telly tonight (it's Thursday). What's worse, it'll be 24-hour Wimbledon soon, so I'll have to go and hide under the duvet for a few weeks. ***(So what's new? Ed)***

All of which means that you're going to have to do without an intro this month. I'll try and come up with something a bit more exciting for next time though...

THE GREAT ESCAPE

This is one that's just come out on budget. But despite this, it's really quite good. The only real problem is solving it, but even that's been taken care of thanks to Derek Stuart's map. Oh, and his following tips – keep all items in the tunnel at hut A, and use the compass and map to escape.



Derek also adds that the map we printed a few years ago was wrong. I find that hard to believe, quite frankly, given *YS*'s unblemished record of quality tips, but I'll send him a badge anyway.

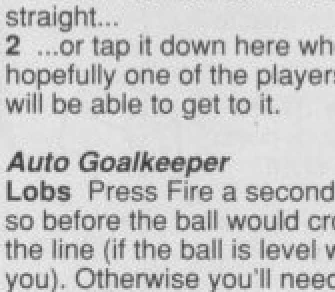
EMLYN HUGHES INTERNATIONAL SOCCER

Eeeeehh... er, no, I never was much good at impressions, least of all ones of football players. In fact, the slightest mention of footie tends to make me want to go and find something more interesting to do (like peeling the potatoes, or sending out Big Tips badges). However, rumour has it that some people out there actually like this kind of thing. I didn't believe it at first either. So, bearing this in mind, here are some footie-orientated tips from Jason Smallwood.

ELEMENTARY TIPS
- To become a good player it's necessary to get a lot of practice.
- After some practice, try using the back heels and the different kick directions.
- Choose your players manually – changing players is quicker.

ADVANCED TACTICS
These tips show how maximum efficiency can be achieved in different areas.

Taking Centres



1 Either kick the ball hard and straight...
2 ...or tap it down here where hopefully one of the players (A) will be able to get to it.

Auto Goalkeeper
Lobs Press Fire a second or so before the ball would cross the line (if the ball is level with you). Otherwise you'll need to press it a bit earlier. Be prepared for the ball to be deflected off you.

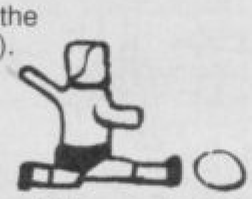
Volleys Press Fire to dive and lay along the ground. (Don't press Fire again or the goalie will stand up and allow the ball to go in.)

ATGK (Along-the-ground kicks) If the ball is level with you, press Fire as it draws near. (You can mistime and get away with it.) If the ball isn't level, follow the same method as the volleys.

Sliding Tackles
To do sliding tackles to gain the ball, wait until the ball is within about a centimetre away (don't worry about the player).



Then press Fire...

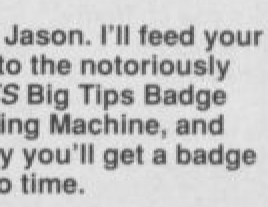


You should then gain the ball. NB Sliding tackles slow you down, so don't mistime them. To gain the ball at the opposition's centre press Fire as soon as the whistle is blown.

Penalties
Method One
If only one kick direction has been chosen, either put full power into the shot (scoring probably about 70%) or lob it in by using about half the power (80%).



Method Two
Top View
For kick directions, use full power and angle the ball (88%).



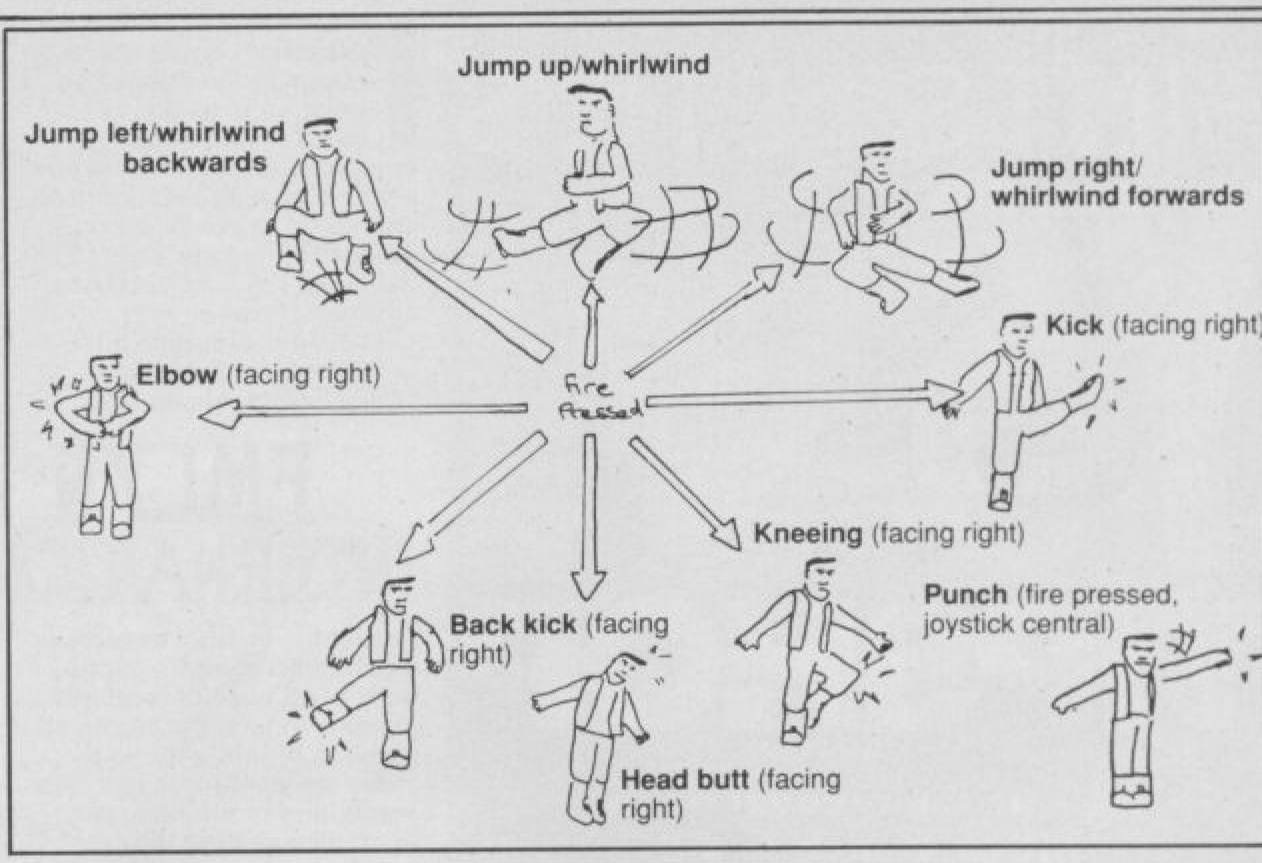
Method Three
Same as Two, except use half the power and lob it (94%).

Thanks, Jason. I'll feed your name into the notoriously stingy *YS* Big Tips Badge Processing Machine, and hopefully you'll get a badge within no time.

TIP O'THE MONTH

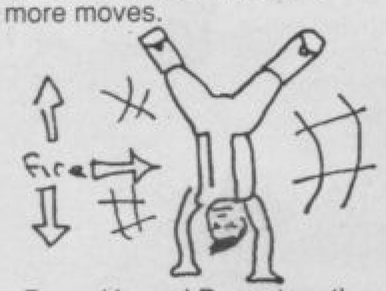
DOUBLE DRAGON II

This is one of those beat-'em-up things, I'm afraid. Still, a tip is a tip, and here's a huge bundle of them from Stephen Hancock.



TIPS

• Don't use joystick, use keys. You'll find you can achieve more moves.



• Press Up and Down together, with either Left and Fire or Right and Fire, and you'll do a cartwheel. This is useful for getting out of tight spots.

HOW MANY HITS NEEDED TO KILL THE ENEMY

Kick – good (two hits needed)
Punch – pretty good (three)
Whirlwind – brilliant (one)
Headbutt – pretty good (three)
Elbow – good (three)
Back-kick – useless (you can't kill them at all)
Kneeing – average (weakens them)

THE ENEMY

This bloke loves to chuck things at people – from boxes to knives.



She enjoys smashing you in the mug with her mace.



This bloke thinks he's hard – he picks you up from the neck and shakes you.



The hard-man with the braces – he just slaps you.



These ones like punching you, so make 'em eat boot!



Willy – he's more violent, but dies easily. Don't try kicking or punching him or he'll fill you with lead, so give him a whirlwind kick.

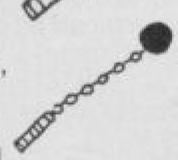


THE WEAPONS

Knife Good, you can hit the baddies from a distance.



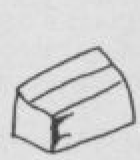
Mace Not bad, but you're usually hit before you can use it.



Spade Good, one or two hits to kill, but lose it before you reach the combine harvester or you won't be able to jump.



Boxes These will knock down two at once.



Boulder Same as boxes.



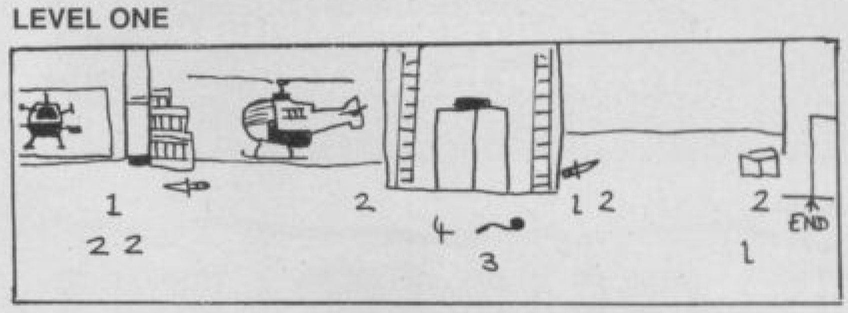
Grenade Pick it up, then chuck it because you've only got a few seconds before it goes off.



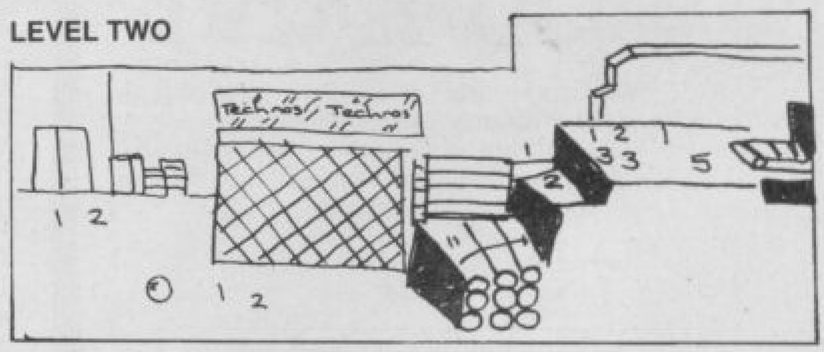
Log Same as boxes.



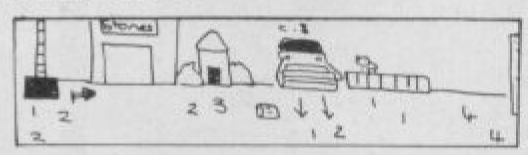
LEVEL ONE



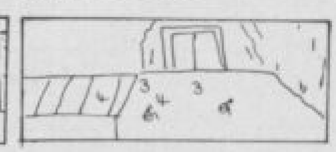
LEVEL TWO



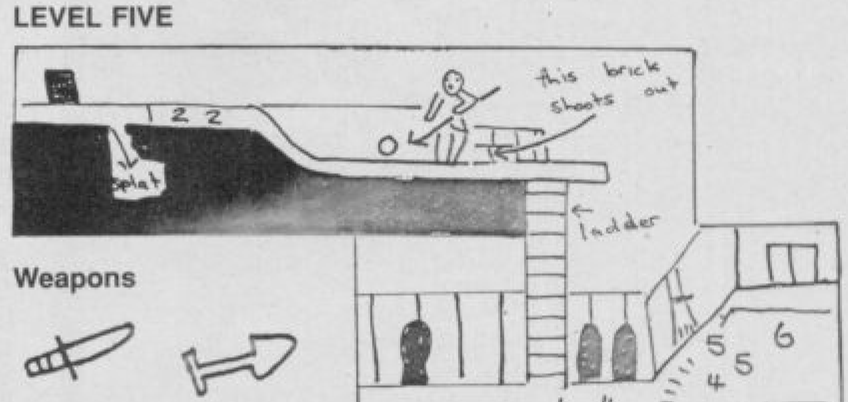
LEVEL THREE



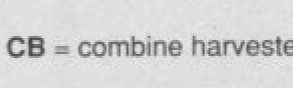
LEVEL FOUR



LEVEL FIVE

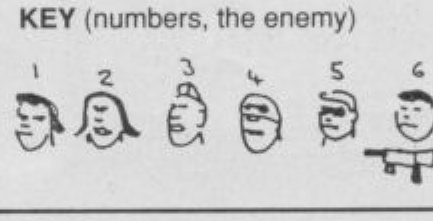


Weapons



CB = combine harvester

KEY (numbers, the enemy)



Well, there we go. Thanks, Stephen. Anyone who's still stuck after that lot must have their joystick plugged in the wrong way round or something.



Got a gamesnag? See the specialist!

The Sinclair Spectrum. A computer barely alive. But we can rebuild it. We have the technology...

Actually, it seems to be doing reasonably well without us, which is more than can be said for this lot...

WORLD CHAMPIONSHIP BOXING MANAGER

"If you're so clever with *Football Director*," writes an aggrieved Richard Corden, "what about this notably fab boxing sim? Get your thinking gear around that one, four eyes!" I wouldn't mind, only I don't wear glasses. But, by an amazing coincidence, I had a letter this morning from **Paul Carter** with tips galore, and here are some of the best...

"When offering first contract, bear in mind that you might not get time to get any of your fighters a title shot, so don't put any in. Always get scouts to check opposing fighters so you can plan your boxer's tactics. Jab and Move is a good tactic to start with, especially if the opponent lacks stamina. Due to inputting inaccuracy, adrenalin should be used for cuts, ring work is good for speed, and punchbags are good for accuracy."

Hang on, here are some more tips over the page, this time for *Tracksuit Manager*. Goodies, too.

"The sweeper system is better than offside as long as a fit player is playing the role. When watching your team play, try replacing players who are not passing accurately. And any players who are injured should be substituted to ensure that there's no further injury. Start by playing easy countries (like Greece and Cyprus) to build up morale and try out new players."

Well played, Paul. More tips on these welcome.

GLIDER RIDER

Paul Cheeseman was glued up on this one mighty nastily, as we doctors say. "Does anyone know what the external reactors are," he begged, "and where they are?" **Steven Calvert**, egg of eggs, does. "They're the ball-shaped buildings with three small windows." How to disable the lasers? "Drive into the radiomats," writes Steven, "and while the lasers are scrambled, change into a glider and bomb the reactor. Alternatively, POKE 37441,0 or use the hack in Smash Tips." Oi! This is a hack-free zone! (Is this your car, sonny?) "Oh, and to change into a glider, drive down a hill and flick the controls in the opposite direction. For more info," he ends helpfully, "write to Bug-Byte."

LAST NINJA II

Poor **C*rl J*cks*n** is rather embarrassed about this one. "You may laugh at this, but I can't even get past the second screen – I feel so dumb!" Worry not, and naturally we will respect your desire not to be identified as Carl Jackson (of Milton Keynes, Bucks). Anyway, here's what you do. You begin in the bandstand. Slip behind the curtain, duff up the guardian and punch the little square on the wall. Go back outside and voilà! A trapdoor has opened. Any more probs, Carl, drop us another line.

HAYLP!

Clinicians, your help is needed now!

Rob Young: "In *Snoopy*, what do I do with the rubber ring and pump?"

R Nicks (aged nine): "How do you kill the meganasty at the end of Level One in *Forgotten Worlds*?"

Jenny Argyle: "In *Equinox*, how do you use the computer to teleport once you've got the disk?"

And that's your lot. If you've got a gamesnag, or you can help with one, just write to me at the usual address.

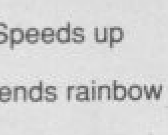
Now, nurse, where were we?

RAINBOW ISLANDS

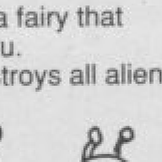
Personally, I think cutesy games ought to be banned. All those icky little graphics and dinky tunes make me want to express my feelings directly into a bucket. But then, why deprive Matt of his one simple pleasure in life? Here are some cute 'n' cuddly tips from *Johnny Frears* for a particularly offensive little number, *Rainbow Islands*.

Yellow Star Sends loads of little stars flying upwards.
Red Star Sends loads of little stars flying in all directions.
Blue Ring Gives you loads of points for walking.
Waistcoat Makes you indestructible.
Shoe Extra speed.
Jewel Collect the seven different colours for a mega-bonus.
Yellow Potion Speeds up rainbow.
Red Potion Extends rainbow (max three).
Leaf Gives you a fairy that circles around you.
Blue Cross Destroys all aliens.

INSECT ISLAND



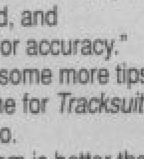
Caterpillar Just walks along platforms, and occasionally leaps off.



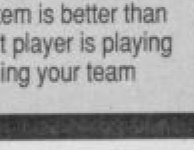
Bee Flutters about all over the spot.



Hive Falls down the screen, and distributes bees everywhere.



Ladybird Crawls along platforms, then flies after you! (Extremely dangerous.)



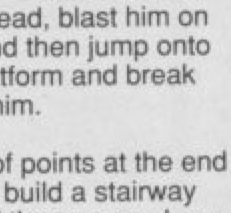
Spider Bounces about above you.

Mega Spider A doddle to destroy (providing you're not crap). Just keep out of its way and blast it as it lands.

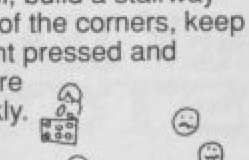
COMBAT ISLAND
Trucks Trundle along platforms making straight for you.
Tanks Trundle along platforms blasting the occasional shell.
Plane Flies from side to side, dropping bombs on you.
Copter Bounces about.
Cannon Slides along platforms firing cannonballs that fly into the air and disappear.
Man In Box Launches grenade, but doesn't move.
Mega Copter Blast him as he passes overhead, blast him on the ground and then jump onto the higher platform and break rainbows on him.

To get loads of points at the end of each level, build a stairway up into one of the corners, keep Up and Right pressed and press the Fire button quickly.

TOYLAND
Here's a diagram...



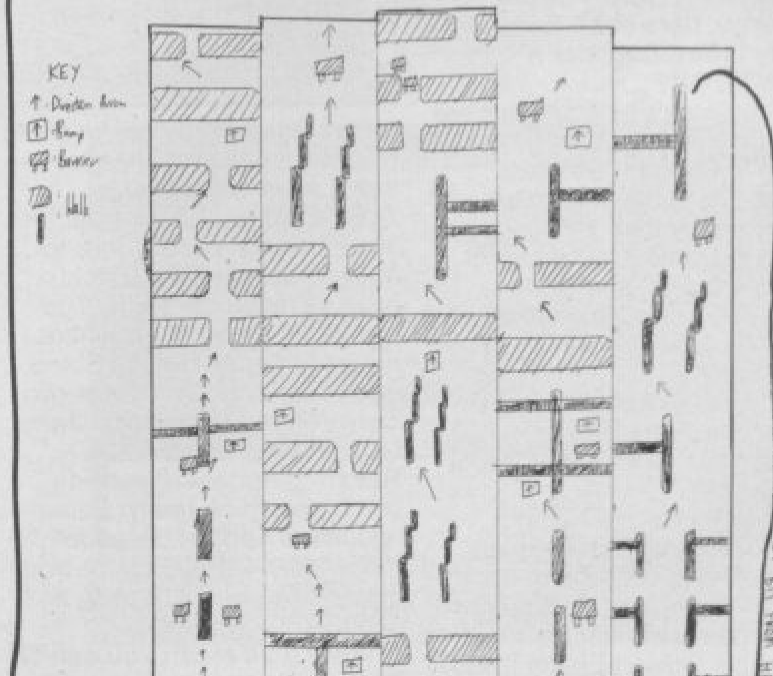
And here's a badge. Ta, Johnny.



THE RACE

Right, here's **Alan Devey**'s map of *The Race*, which was previewed on a fab Smash Tape a while back. As it's a bit on the scrolly side you'll need to keep one eye on the screen and the other on the map. Alan also sent a stick of chewing gum, which was quite nice except that it made every single tip, and the whole *YS* office in fact, reek of spearmint.

Don't forget though – bribes are always welcome.



FUTURE BIKE SIMULATOR

Can't say I've heard of this one, but just in case you have here are a couple of tiplets from Gerard Sweeny.

Don't bother too much about the power-up option in the shop – it's really just a waste of money as your power goes up when you exit from the shop anyway.

Also, ignore the 'LOAD LEVEL' message. Fast-forward the tape to the level you want (you may have to take the Ear lead out to do this) and play the tape from there.

Jolly good, Gerard. Thanks.

AFTER THE WAR

A-ha, it's Spanish, this is. And pretty tricky as I recall. So who better to give us a some help than, um, Gerard Sweeny (again) – he's found the code for Level Two.

Sure have. It's 94656481.

Brilliant.

STARGLIDER II

And now, for all those 'lost in space' Spec-chums who are growing a tad weary of not being able to find the Egron Space Station to refuel their ships (well, I know of one anyway), here's CR Scott with a tidy little *Starglider II* tippette. CR?

Right, here's how to complete the game (almost)...

1) Go to Castron. Get mini rocket. Go to depot and get bouncing bombs.
2) Go to Dante. Get cluster of nodules (oo-er) then go to Uista. Get Uistan wine and flat diamond (you can only carry three items).
3) Go back to Apogee depot. Press Y-key and wait for messages to end. Leave depot and refuel.
4) Go to Broadway hiding behind Millway. Get all Emma IIs when collecting the one with the professor aboard. A radio message appears. If no message, jettison Emma II. Go to depot to get lasers. Go to coordinates 00-00. Bomb projector base with bouncing bombs. Leave Broadway with professor inside the Emma II. Shoot all aliens, collecting what goods you need from pirates.
5) Go back to Apogee depot. Leave depot. Refuel. Jettison empty Emma II.
6) Go to Enos. Get tree. Go to Castron depot. You will be given Castro bars in exchange for the tree. Leave depot. Refuel.
7) Go to Aldos. Get nuclear fuel and mineral rock. Go back to Apogee depot. They should have all materials. (Asteroids can be transported anywhere.)
8) Leave depot. Refuel. Bomb (with bouncing bombs) the two bases on the moons of Millway, both at coordinates 00-00. Return to Apogee. Neutron bomb should be ready. Refuel and leave Apogee. Head for the moon Near Q-Beta. I hope you can find the Space Station as I can't.

What d'ya mean you can't?! Talk about sneaking in under false pretences! Go on, off with you!

Hang about! I ain't finished...

Well, what have you got?

Um, just some general tips.

Hrmph. Not as good as a Space Station, is it?

Er, no, but they could come in handy...

Oh, all right then. Carry on.

TIPS

- Shoot all aliens, except when refuelling as this will destroy power lines.
- Don't use Stardrive too often as power drainage is very great.
- Shoot all pirate ships – they can steal your cargo.
- Shoot cargo ships on Millway's moons – they leave items.

Mmm. I suppose you'll be wanting a badge now.

Yes please.

I'll think about it.

(Don't be such a grumpy git or I'll fire you. Ed)

Er, have a badge.

NEW ZEALAND STORY

I thought we'd done the cheat for this. Not so, according to Ryan Ingram-Seal, whose very name is excuse enough to print something from him.

I realise that the 'FLUFFY' cheat is a bit old hat, and everyone knows that pressing Enter jumps to the next screen, but did you know that typing 'PHILLIP' on the menu screen gives you a jumbo-sized weapon?

No, actually. Goodbye.

Space

..., apart from being the final frontier and everything, has completely run out. I'll have to chuck out the remaining heap of tips to make way for next month's batch, so don't be scared – make that map, chance upon that cheat mode, er, solicit that solution and send everything to me, Jonathan Davies, at *YS* Tipshop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget – fabulous 'I've Got Big Tips' badges abound for the chosen ones.

PRACTICAL POKES

It was a close-run thing. We wanted him for his POKEs and his teacher wanted him for his A-Level timed essay. JON NORTH is back... and this time he's failing his exams.

This month, I decided to invest in a SoftRom. It gives me total control over the computer for 65 quid and makes hacking simplicity itself. Unfortunately, it was custom-built by one of Graham Mason's mates and you can't get them any more. So instead, you'll just have to make do with this lot...

NEW ZEALAND STORY

Here's a hack to give your little Kiwi infinite lives. It uses a new Speedlock, so get ready – 300 numbers comin' up...

```
10 REM NZS by Jon North
20 CLEAR 32E3:LET T=0
30 FOR F=33E3 TO 33309
40 READ A: POKE F,A
50 LET T=T+(F-32990)*A:
NEXT F
60 IF T<>5186631 THEN
STOP
70 RANDOMIZE USR 33E3
80 DATA 221,42,14,130,237
90 DATA 91,16,130,62,255
100 DATA 55,205,86,5,48
110 DATA 240,243,42,18,130
120 DATA 6,0,126,254,195
130 DATA 32,3,35,35,35
140 DATA 126,254,49,32,23
150 DATA 35,94,35,86,235
160 DATA 94,54,206,35,86
170 DATA 54,129,237,83,217
180 DATA 88,42,18,130,229
190 DATA 195,168,129,14,10
200 DATA 9,126,254,184,40
210 DATA 2,237,66,14,7
220 DATA 9,126,254,205,32
230 DATA 5,14,26,9,24
240 DATA 215,237,66,35,126
250 DATA 254,33,40,3,35
260 DATA 35,35,126,254,49
270 DATA 32,6,14,27,62
280 DATA 244,24,51,14,9
290 DATA 9,126,254,119,32
300 DATA 6,14,25,62,246
310 DATA 24,37,254,134,32
320 DATA 6,14,29,62,244
330 DATA 24,27,254,170,32
340 DATA 5,14,9,9,24
350 DATA 160,254,146,32,6
360 DATA 14,28,62,245,24
370 DATA 8,254,194,32,87
380 DATA 14,11,62,249,42
390 DATA 18,130,17,222,88
400 DATA 213,8,126,254,195
410 DATA 32,6,175,18,19
420 DATA 35,35,35,8,237
430 DATA 176,35,35,35,34
440 DATA 217,88,33,174,129
450 DATA 14,5,50,175,129
460 DATA 237,176,58,20,130
470 DATA 237,79,201,32,0
480 DATA 195,179,129,237,95
490 DATA 7,214,8,15,50
500 DATA 20,130,42,217,88
510 DATA 34,18,130,195,252
520 DATA 128,83,178,136,164
530 DATA 132,99,96,94,106
540 DATA 237,95,7,214,6
550 DATA 24,227,33,201,251
560 DATA 94,35,86,235,229
570 DATA 1,182,0,237,66
580 DATA 17,128,251,78,115
590 DATA 35,70,114,237,67
600 DATA 12,130,42,21,130
610 DATA 34,9,130,33,4
620 DATA 130,1,10,0,237
630 DATA 176,33,23,130,14
640 DATA 65,237,176,201,17
650 DATA 138,251,237,83,0
660 DATA 0,195,0,0,28
670 DATA 237,205,17,124,237
680 DATA 46,81,254,175,50
690 DATA 59,198,195,192,93
```

DARIUS +

I think that this is the first hack for an Edge game since *Fairlight* – it's the first one that doesn't have the Alkatrazz protection system on it anyway. Here's an infy lives jobbie...

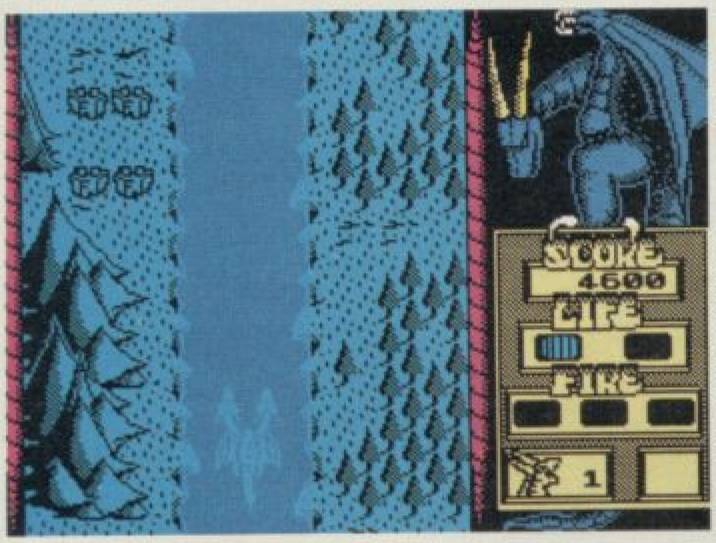
```
10 REM Darius by Jon North
20 CLEAR 63999
30 FOR F=6E4 TO 60031
40 READ A: POKE F,A: NEXT
F
50 RANDOMIZE USR 6E4
60 DATA 221,33,203,92,17
70 DATA 29,2,62,255,55
80 DATA 205,86,5,48,241
90 DATA 33,120,234,34,212
100 DATA 93,195,142,93,62
110 DATA 24,50,52,130,195
120 DATA 4,188
```

BUENOS NOCHES!

Come on, you lot – the mailbag was so empty this month I had to do it all myself! So go and read this month's *How 2 Hack*, have a bit of fun with it, and send your results to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath BA1 2AP. See ya!

shoot 'em up

NOURISHING TIPS



DRAGON SPIRIT

arcade adventure

NOURISHING TIPS



COUNT DUCKULA

shoot 'em up

NOURISHING TIPS



FALCON PATROL II

arcade adventure

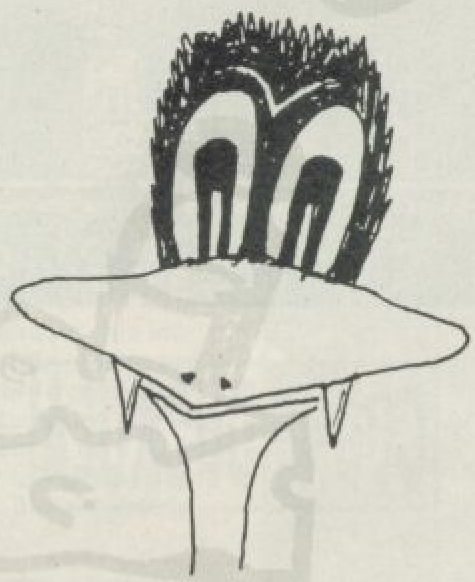
NOURISHING TIPS



SHORT CIRCUIT

Count Duckula
by **Paul Luby**

Here's something pretty wacky I've just discovered – just press down all the keys on the keyboard and the '*Count Duckula*' title changes to '*The Revenge Of The Banana Milk*'. When you start the game, the main character, Duckula, has changed into a Banana Milk Bottle! Also, once you've picked up one key you can walk through all the doors without needing any more. I know it sounds daft but it works.



Dragon Spirit
by **Peter Munday**

Here's a handy-dandy tip for using the power tokens. Most of them are worth getting apart from three. The three cabbages are...
1) Fire Power
2) Evil Power
3) Shrink Dragon
Fire Power gives you an impressive amount of power, but it's too slow and does not kill enough bad guys. It's a quick way to lose a life. The Evil Power isn't worth getting as it makes the bad guys more evil, and the Shrink Dragon is annoying because a) you lose all your heads and b) you lose any special fire power you may have.

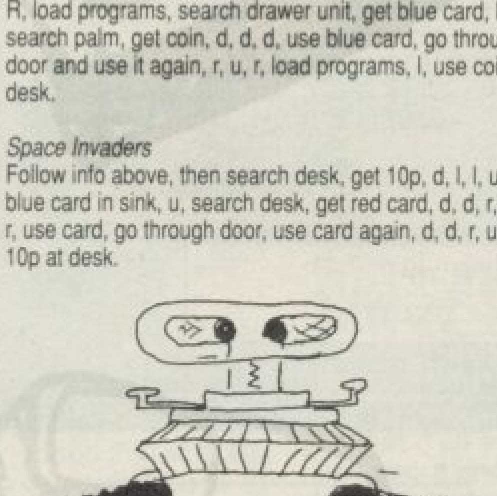


Short Circuit
by **Andrew Young**

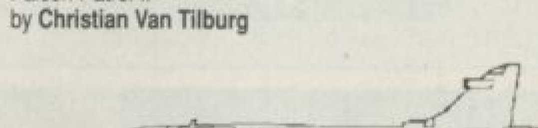
I've just found two mini-games in *Short Circuit*, the new budget re-release. To play them, follow the info below.

Fruit Machine
R, load programs, search drawer unit, get blue card, l, search palm, get coin, d, d, d, use blue card, go through door and use it again, r, u, r, load programs, l, use coin at desk.

Space Invaders
Follow info above, then search desk, get 10p, d, l, l, u, drop blue card in sink, u, search desk, get red card, d, d, r, u, u, r, r, use card, go through door, use card again, d, d, r, u, use 10p at desk.

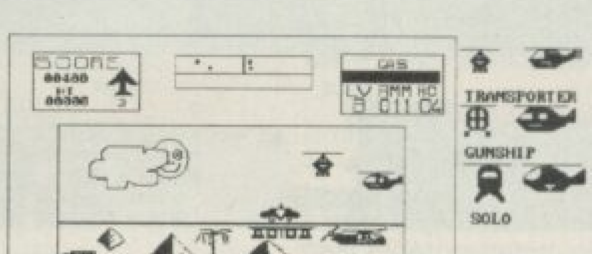


Falcon Patrol II
by **Christian Van Tilburg**



Falcon Patrol 2
A Complete Tips From the FLY BOYS.

CJ AND MONTY!



The easy way to kill radar disrupters and cannons..
1. Press the direction you wish to fly.

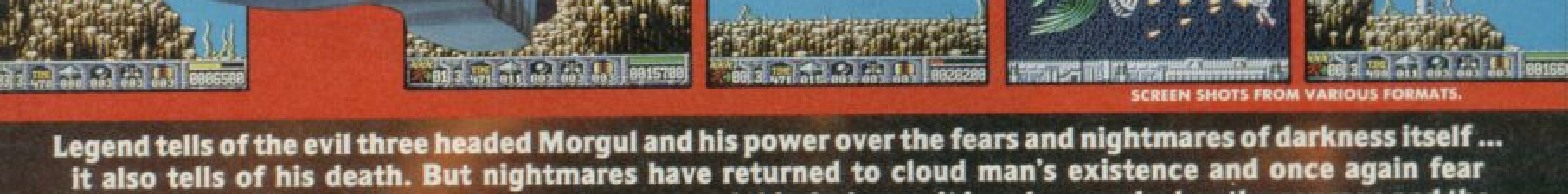
2. Then tap the up once you will be able to fly along the ground.

3. Fire forwards to kill the problem. eg:-

YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER... GARGANTUAN, YOUR FAILURE ... GENOCIDE !!

ONCE YOU HAVE FACED THE ALIEN HORDES OF ALPHA CENTAURI IN ... X-OUT YOU MAY JUST BE READY TO CONFRONT THE FEARS & NIGHTMARES OF ALL MANKIND...





SCREEN SHOTS FROM VARIOUS FORMATS.

Legend tells of the evil three headed Morgul and his power over the fears and nightmares of darkness itself ... it also tells of his death. But nightmares have returned to cloud man's existence and once again fear reigns. Morgul is back! It is only you who can repel this darkness, it is only you who has the courage and the firepower to combat this evil .....

- *13 levels with over 1300 screens.* ● *10 hi-tech weapons systems – blasters, powerlines, controlled flashes etc.* ● *Multi-directional scrolling (CBM 64 – 8 directions) at 50 frames a second.*
- *Countless bonus features and extra levels – secret rooms, black tunnels, pipeline systems etc.* ● *Brilliant special effects – thunder, storms, waterfalls etc.*
- *50 different aliens some to full screen depth.*
- *Continue mode and hi-score list.* ● *Up to 3 way parallax scrolling.* ● *Up to 20 different tunes*.*
- *Up to 30 different sound effects*.* *(*Amiga version)*

THE DEFINITIVE SCIENCE FICTION SHOOT 'EM UP

TGM STAR PLAYER 94% · ASM HIT! · RAVE! · FUN *1 · ZZAP ITALIA 98% · ZERO HERO · 97%

"An absolutely awesome experience. You won't be able to put it down. A masterpiece of graphic genius. Absolutely Brilliant." ZZAP

"Turrican is a 90's arcade game – not to be missed. The best pure arcade blast released for the Amiga so far this year." The Games Machine

"The best C64 game of this year." C & VG

C+VG HIT! 93%

Rainbow Arts

AMIGA – **£24.99**
CBM 64 & AMSTRAD – **£14.99** disk, **£9.99** tape
SPECTRUM – **£12.99** disk, **£9.99** tape

Sketty Close, Brackmills Business Park, Northampton NN4 0PL.

Delta CHARGE!

Thalamus/£9.99 cass



Davey Look here, I'm going to tell you about a really exciting game. You pilot a spanking little space fighter on a mission to protect Terra (that's Earth to us, Spec-chums) from oodles and oodles of nasty aliens. Blimey! Sounds thrilling, eh? And it is! Guess what it's called? Yes... *R-Type*! (Ho ho.)

Now let me tell you about this other game. You pilot a spanking little space fighter against oodles and oodles of different aliens (in this case the rather oddly-named Hsiffian Khanates!). Sounds equally thrilling, doesn't it? Well, I'm afraid it's not. It's actually a little bit useless. I mean, let's be frank, you can jolly well have as many weird 'alien names' as you like, but if at the end of the day you can't disguise the fact that the aliens they refer to are just squidgie little white circular thingies then you 'ain't got diddly squat'.

And such is the stuff of which Thalamus newie *Delta Charge!* is made. It's a horizontally-scrolling shoot-'em-up in glorious monocolour which lets you join the Damocles squadron (Damocles? Now that'd be a great game, ho ho!) in your battle against the 'Hsiffies', as I like to call them. A particularly thrilling battle, this one, because in it you not only encounter packets of these Polo mint lookalikes, you also come across hosts of flying crates (you'll be able to recognise these because they're the squidgie white little square-shaped thingies). Shoot lots of bad guys and you'll earn enough credits to turn a couple of these crates into extra weapons (otherwise they're just spaceship-smashing obstacles for you to avoid!). Sounds spiffing so far, doesn't it? (I don't think.)

So what else is there? Well, there are seven different power-ups to collect for a start, including the usual shield, multiple fire and extra ammo icons, and not forgetting of course the, er, 'fish weapons from the Planet Slot' (it sez here!). You can also get extra speed power-ups (which, considering the rate at which your spaceship moves, will probably prove a huge asset). And, um, that's about it. I can't really think of anything else to write about this game actually. *(How about the fact that Thalamus didn't commission this Speccy version of its old C64 game* Delta *at all, but has just published something an independent programmer called Jason McGann came up with off his own bat? Ed)* Oh, well yes, there is that.

Look, maybe I'm just getting a bit grouchy in my old age. Perhaps some people could squeeze some fun out of *Delta Charge!* and the best of luck to them. But can this game really be from the same people who brought us *Sanxion*? (I mean, okay, *Sanxion* wasn't graphically brilliant either, but it did well in the gameplay stakes, something conspicuously absent in *Delta Charge!*). The way I see it, there are a hundred and one shoot-'em-ups out there that are miles better than this one, and seeing this released really is a significant step backwards for Speccy technology. Come back *DNA Warrior*, all is forgiven! (Well, almost all.)

Now if you don't mind I'd rather talk about some more interesting things called 'Delta'. Hmmmm, let me see. Tonight on Sky Movies (as I write this back towards the end of April) we've got that crap film *Delta Force* with a very old Lee Marvin as an American commando rescuing hostages from a hijacked plane in Beirut (sadly the reverse of real life events, fact fans). Um. Then there's my full-sized pinball machine which I've got in my bedroom, the Bally 'Delta Queen'. Oh, and there's the Mississippi river delta down New Orleans way, home of crawfish gumbo and serious boogie-woogie music, and... *(That's enough more interesting things called 'Delta'. Ed)*



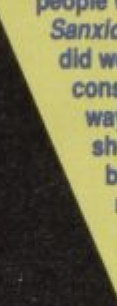
Eek! Your little ship is about as fast as a very tired snail, so this 'giant spinning Catherine Wheel' thingie is bound to get you! (Nothing like a bit of defeatism, eh, Spec-chums!?)



Phew. Space wars were never so frightening. Quiver as you encouter hosts of sort of white circular things. (Yawn.)



Oh no! It's a squadron of white squares! Perhaps one will contain a 'fish weapon from the planet Zlot'!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
50°	56°	60°

DIAGNOSIS

Delta Charge – the game that makes *DNA Warrior* look like *R-Type*! (ie it's a bit crap.)

INSTANT APPEAL 55°

24 HR HOTLINE
0407 760609

KEY SOFTWARE

NEW TITLES SENT DAY OF RELEASE

1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA

IMMEDIATE DELIVERY OF STOCK ITEMS BY FIRST CLASS POST

	CASS	DISK
3-D Pool	6.90	--.--
A.P.B.	6.90	9.90
Afterburner	5.95	--.--
After the War	6.90	9.90
Airborne Ranger	6.90	9.90
Ancient Battles	9.90	--.--
Australian Rules Football	6.90	--.--
Batman the Movie	6.90	9.90
Beach Volley	6.90	9.90
Beverly Hills Cop	6.90	9.90
Black Tiger	6.90	--.--
Bloodwych	6.90	9.90
Boxing Manager	6.90	--.--
Bridge Player 2150	13.45	16.75
Cabal	6.90	9.90
Captain Fizz	6.90	--.--
Carrier Command (128)	9.90	12.50
Castle Master	6.45	--.--
Championship Golf	6.90	--.--
Chase HQ	6.90	9.90
Chuck Yeager's AFT	6.45	9.90
Circus Games	6.45	9.90
Clock Chess	6.45	9.90
Colossus Bridge 4	8.50	--.--
Colossus Chess 4	6.90	9.90
Continental Circus	6.90	9.90
Crack Down	6.90	--.--
Crazy Cars 2	6.45	--.--
Cricket Master	6.45	--.--
Darius +	6.90	9.90
Dark Fusion	5.95	8.90
Defenders of the Earth	6.90	9.90
Delta Charge	6.90	--.--
Double Dragon 2	6.90	9.90
Dr. Doom's Revenge	6.90	9.90
Dragon Ninja	6.45	9.90
Dragon Spirit	6.90	9.90
Dynamite dux	6.90	--.--
Echelon	6.90	8.90
Eliminator	6.90	8.90
E.-Motion	7.75	--.--
Escape from Robot Monsters	6.90	9.90
European Super League	6.90	--.--
Fallen Angel	6.45	8.90
Fighter Bomber	9.90	13.45
Fighting Soccer	6.90	--.--
Footballer of the Year 2	6.90	--.--
Football Director	6.90	--.--

	CASS	DISK
Football Director 2 (128)	13.45	13.45
Football Manager 2 World Cup Ed	6.90	9.90
Forgotten Worlds	6.45	8.90
Fun School 2 (under 6, 6-8, over 8)	6.90	8.90
Galaxy Force	6.90	--.--
Games Summer Ed.	6.45	8.90
Games Winter Ed.	6.45	8.90
Game Over 2	6.45	--.--
Garfield's Winter Tail	6.90	9.90
Gazza's Super Soccer	6.90	9.90
Gemini Wing	6.90	9.90
Ghostbusters 2	7.75	--.--
Ghouls & Ghosts	6.90	--.--
Grand Prix Master	6.90	9.90
Gunship	6.90	9.90
Hammersmith	6.90	--.--
H.A.T.E.	6.45	9.90
Hard Drivin'	6.90	9.90
Heroes of the Lance	6.90	9.90
Hot Rod	6.90	--.--
Human Killing Machine	6.45	8.90
Impossamole	6.90	9.90
Indiana Jones L. Crus.	6.45	--.--
Invasion Force	8.90	--.--
Iron Lord	6.90	--.--
Italy 1990	8.90	12.50
Jaws	6.90	--.--
K. Dalglish Soc. Manager	6.45	--.--
Kick Off 1 or 2	6.90	--.--
Klax	6.90	9.90
Knight Force	6.90	--.--
Last Duel	6.45	8.90
Liverpool	6.45	8.90
Lone Wolf	6.90	9.90
Manchester United	6.90	9.90
Maze Mania	6.90	--.--
Microprose Soccer	6.90	9.90
Midwinter	6.90	9.90
Moonwalker	6.90	--.--
Mr. Heli	6.90	9.90
Munsters	6.90	--.--
Myth	6.90	--.--
New Zealand Story	6.45	9.90
Ninja Spirit	6.90	--.--
Ninja Warriors	6.90	9.90
Operation Thunderbolt	6.90	9.90
Operation Wolf	6.45	9.90

	CASS	DISK
Oriental Games	6.90	9.90
Outrun	6.45	8.90
P-47 Thunderbolt	6.90	9.90
Pacland	6.45	--.--
Pacmania	6.45	8.90
Passing Shot	6.90	--.--
Pictionary	9.90	13.45
PipeMania	6.90	9.90
Powerdrift	6.90	--.--
Prof. Adventure Writer	16.85	19.90
Punisher	6.90	--.--
Purple Saturn Day	6.90	9.90
Quarterback	6.90	--.--
R-Type	6.90	--.--
Rainbow Islands	6.90	9.90
Rally Cross	6.90	--.--
Rambo 3	6.45	--.--
Real Ghostbusters	6.45	--.--
Red Heat	6.45	--.--
Renegade 3	6.45	--.--
Rick Dangerous	6.90	9.90
Risk	6.90	9.90
Robocop	6.90	9.90
Rock 'n' Roll	6.45	8.90
Running Man	6.45	9.90
Run the Gauntlet	6.45	9.90
S.D.I.	6.90	--.--
Scrabble Deluxe	7.95	10.95
Scramble Spirits	6.90	9.90
Shadow Warriors	6.90	--.--
Shinobi	6.90	9.90
Skate or Die	6.45	9.90
Sly Spy	6.90	--.--
Snoopy	6.45	--.--
Sonic Boom	6.90	--.--
Space Harrier 2	6.90	9.90
Spherical	6.45	8.90
Starglider 2	9.90	12.50
Stealth Fighter	6.90	9.90
Strider	6.90	--.--
Stormlord II	6.90	--.--
Stunt Car	6.90	9.90
Super Scramble Sim	6.90	9.90
Super WonderBoy	6.90	--.--
Switchblade	6.90	--.--
Tank Attack	8.90	9.90
Test Drive 2	6.45	--.--
The Champ	6.90	9.90

	CASS	DISK
The National	6.90	--.--
Thunderbirds	8.90	9.90
Timescanner	6.90	--.--
Tin Tin On The Moon	6.90	--.--
Toobin	6.90	9.90
Treble Champions	6.90	--.--
Triv. Pursuit	9.90	--.--
Triv. Pursuit New Beg.	9.90	--.--
Trivia	5.95	--.--
Turbo Outrun	6.90	--.--
Tusker	6.90	--.--
Untouchables	6.90	9.90
Vendetta	6.90	--.--
Vigilante	6.45	8.90
Vikings	6.90	--.--
War in Middle Earth	6.90	--.--
WEC Le Mans	6.90	9.90
Wellington at W'Loo	8.90	--.--
Wild Street	6.90	--.--
Winter Olympiad	5.95	--.--
World Cup Soccer	6.90	9.90
X-Out	6.90	9.90
Xenon	6.90	9.90
Xenophobe	6.90	9.90

JOYSTICKS

Cheetah 125	7.50
Cheetah Mach 1 Autofire	8.50
Cheetah Starprobe	10.95
Competition Pro 5000	10.95
Competition Pro 5000 Clear	11.75
Competition Pro Extra	12.50
Konix Navigator	10.95
Konix Speedking Autofire	8.50
Quickjoy 2	7.50
Quickjoy 3 Supercharger	9.95
Quickshot 2 Turbo	8.50
Sureshot Clear	8.50
Kempston Joystick Interface	7.95
Azimuth Tape Head Alignment	6.45
+3 Cassette Lead	3.95
Codemasters CD ROM games pack Including 30 games	15.95
Defender Lightgun including 6 games State Computer	19.95

COMPILATIONS

	CASS	DISC
100% DYNAMITE – Afterburner, Last Ninja 2, WEC Le Mans, Double Dragon	9.90	--.--
4th DIMENSION – Head the Ball, Kraal, Super Cup, Klimax	8.90	--.--
JOYSTICK THUNDER – Uridium, Nightforce, Exolon, Hydrofoil, Eliminator, Sanxion, Cybernoid 2	8.90	--.--
COIN OP HITS – Outrun, Thunderblade, Roadblasters, Spyhunter, Bionic Commando	8.90	12.50
EPYX ACTION – 4 x 4 Racing, street Sports Basketball, Impossible Mission 2, California Games, Games Winter Edition	9.90	12.50
GAMES CRAZY – Alternative World Games, Supersports, Galactic Games, California Games	8.90	--.--
GAME SET MATCH 2 – S. Davis Snooker, Superbowl, Wint. Olympiad, Champ. Sprint, Super Hangon, N. Faldo;s Gofl, Basket Master, Track & Field, I. Botham;s Test Match, Matchday 2	8.90	--.--
GIANTS – Rolling Thuner, California Games, 720°, Gauntlet 2, Outrun	8.90	13.45
GOLD SILVER BRONZE – Summer Games 1, Summer Games 2, Winter Games (23 events)	9.90	--.--
HEATWAVE – Nebulus, Zynaps, Netherworld, Impossaball, Ranaram, Firelord	8.90	--.--
HOUSE MIX – Dark Fusion, Nightraider, Techno Cop, Motor Massacre, Artura, Skate Crazy	6.90	--.--
IN CROWD – Platoon, Combat School, Target Renegade, Barbarian, Predator, Karnov, Gryzor	9.90	--.--
KONAMI COLLECTION – Jail Break, Green Beret, Yie Ar Kung Fu, Ping Pong, Nemesis, Shao-lin's Road, Yie Ar Kung Fu 2, Hypersports, Mikie, Jackal	6.90	--.--
LEADERBOARD PAR 3 – Leaderboard, Leaderboard Tournament, World Class Leaderboard	9.90	13.45
MEGA MIX – Operation Wolf, Barbarian 2, Dragon Ninja, Real Ghostbuster	9.90	--.--
SOCCER SPECTACULAR – Soccer Supremo, P. Beardsley's Football, Football Manager, World Champions, P. Shilton's Handball, Maradonna	8.90	12.50
SOCCER SQUAD – G. Lineker's Soccer, G. Lineker's Super Skills, Roy of the Rovers, Footballer of the Year	6.90	--.--
SPECIAL ACTION – Captain Blood, SDI, Daley's Olympic Challenge, Vindicator, Driller	8.90	--.--
STAR WARS TRILOGY – Empire Strikes Back, Star Wars, Return of the Jedi	8.90	13.45
STORY SO FAR VOL 2 – Space Harrier, Live and Let Die, Overlander, Beyond the Ice Palace, Hopping Mad	8.90	--.--
STORY SO FAR VOL 4 – Ghostbusters, Aliens, Wonderboy, Eidelon, Back to the Future, Quartet	8.90	--.--
TAITO COIN OPS – Bubble Bobble, Flying Shak, Legend of Kage, Arkanoid, Rastan, Slap Fight, Renegade, Arkanoid 2	8.90	--.--
THE BIZ – Operation Wolf, Double Dragon, R-Type, Batman Caped Crusader	9.90	--.--
THRILLTIME - GOLD 1 – Paperboy, Ghost and Goblins, Bombjack, Turbo Esprit, Batty	6.90	--.--
THRILLTIME GOLD 2 – Battelships, Saboteur, Scooby Doo, Airwolf, Frank Bruno's Boxing	6.90	--.--
THRILLTIME - PLATINUM 1 – Thundercats, Ikari Warriors, Buggy Boy, Space Harrier, Beyond the Ice Palace, Hopping Mad, Overlander, Live and Let Die, Gladiator, Dragon's Lair	8.90	--.--
WINNERS – Thunderblade, Led Storm, Blasteroids, Indy and the Temple of Doom, Impossible Mission 2	8.90	12.50
TOLKIEN TRILOGY – The Hobbit, Lord of the Rings, Shadows of Mordor	8.90	--.--

UK AND BFPO DELIVERY FREE, ELSEWHERE £2.00/ GAME FOR EXPRESS AIRMAIL
PLEASE MAKE CHEQUE/PO PAYABLE TO KEY SOFTWARE

ORDER FORM (PLEASE PRINT) *STATE CASS OR DISC* Your S 0690

GAME	COST
TOTAL	

NAME ....

ADDRESS ....

....

....

....

TEL .... YS 6

SEND TO: KEY SOFTWARE, 1 UPPER PARK ST., HOLYHEAD, GWYNEDD LL65 1HA

YS SUPERSTORE

Nine Steps In The Right Direction!



STEP ONE. YOU BUY A YS T-SHIRT!
Yup, it's the brand new designer YS T-Shirt! It comes with a spanking full colour design, some kerrazy YS T-shirt facts and is made from 100% cotton. Mega-cool and no mistake!
Price: £5.95 (S/M/L/XL)

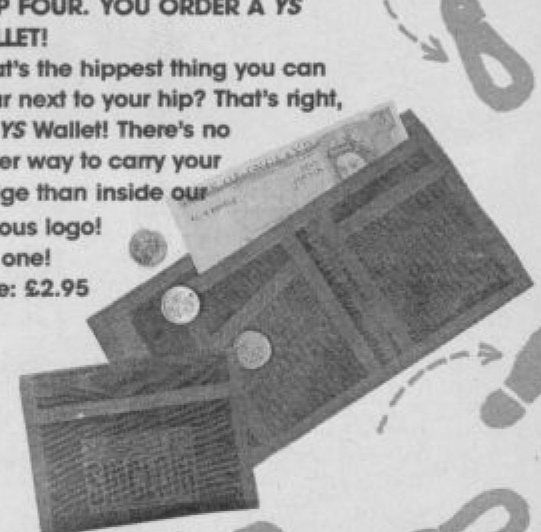
Short on cred? No worries! Just check out the *YS* Style Steps, order yourself some fab *YS* goodies, and graduate from the School Of Cool!



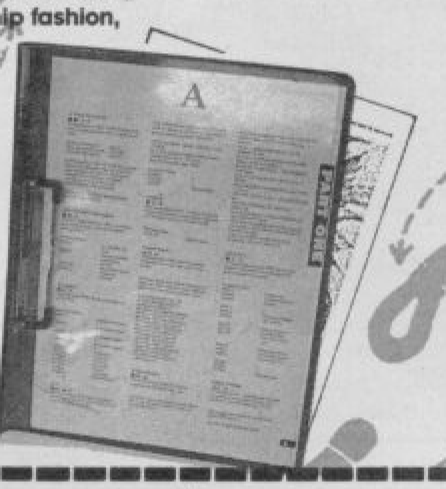
STEP TWO. YOU GET A *YS* RUCKSACK!
Be one cool dude and make your pals go green with envy, with this, the raddest fashion accessory this side of the *YS* Sports Bag!
Price: £8.95

STEP THREE. YOU BIND ALL YOUR *YS* MAGS!
Have you still got all those *YS* back issues strewn over your bedroom floor? Well, what better tidy way to show off your collection than to slip them into a slick *YS* Binder?
Price: £4.95

STEP FOUR. YOU ORDER A *YS* WALLET!
What's the hippest thing you can wear next to your hip? That's right, the *YS* Wallet! There's no better way to carry your wedge than inside our famous logo! Buy one!
Price: £2.95



STEP FIVE. YOU GRAB A *YS* SMASH TIPS BINDER!
If you've got our collection of Smash Tips and they're still lying around in a very unhip fashion, you'll be pleased to know that our Smash Tips Binders are still for sale. They're the only way to keep your collection in up-to-the-minute tip-top condition!
Price: £2.95



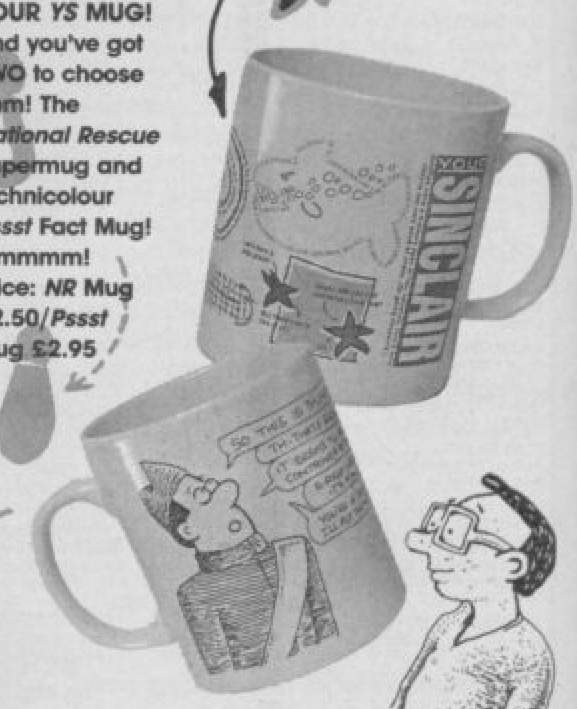


STEP SIX. YOU COLLECT YOUR FREE 'YS IS SKILL' BADGE
Available FREE with any order worth over £10.



STEP SEVEN. YOU ORDER A SLICK NEW *YS* TIP-O-FAX!
Where better to keep all those nourishing Tip Cards than in our groovy *YS* Tip-O-Fax? It comes with ten clear envelopes too!
Price: £3.50
Extra ten envelopes: **£1.50**

STEP EIGHT. YOU POUR YOURSELF A CUPPA IN YOUR *YS* MUG!
And you've got TWO to choose from! The *National Rescue* Supermug and technicolour *Pssst* Fact Mug! Mmmmm!
Price: *NR* Mug £2.50/*Pssst* Mug £2.95



STEP NINE. FILL OUT THE *YS* COUPON!

I want the new *YS* goodies that I've ticked below!

☐ *YS* Wallet	£2.95	☐ *YS* Mug	£2.50
☐ *YS* Binder	£4.95	☐ *YS* Rucksack	£8.95
☐ *YS* Tip-O-Fax	£3.50	☐ Smash Tips Binder	£2.95
☐ Envelopes	£1.50	☐ *YS* T-Shirt	£5.95
☐ *Pssst* Mug	£2.95	S M L XL	(Ring size)

☐ 'YS Is Skill' Badge
(I've ordered over £10 worth of *YS* goodies)

Name ....

Address ....

.... Post Code ....

Signature ....

I enclose a cheque/postal order for £.......... made payable to Future Publishing Ltd. Or rush me the goodies I've ticked and charge it! My Access/Visa/American Express/Diners Card number is

....

Now send the form with payment to *YS* Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR.



PLUS 20 COPIES OF *SLY SPY SECRET AGENT*!

IT'S A MUST!!

Who's the cat that won't cop out when there's danger all about?
Well, if you've been reading this issue you should have a pretty good idea! It's *Sly Spy Secret Agent*, that's who! He's the chap who's more like James Bond than James Bond himself, and stars in Ocean's latest Speccy full-pricer – a sure-fire hit if ever we saw one! Check out the Megapreview on page 18 if you don't know what we're talking about, then rush straight back here (don't linger mind!) and we'll tell you all about the compo.

You say these prizes are pretty bad?
Shut your mouth! They're nothing of the sort! For starters we've got the Fuji 'DL800' Zoom 35mm Compact Camera. It's a neat little sausage, coming complete with 40-80mm motorised zoom lens with macro facility, auto focus and auto exposure. And there's more! How does motorised film loading grab you? It's got a built-in sensor flash, self timer and DX automatic film speed setting too – whatever that is! In fact, it's just the sort of thing *Sly Spy* himself might take on a mission with him for a few top secret spy-type snaps (if he wasn't too busy saving the earth, that is)!

Twenty runners up shouldn't be disappointed though – they each get their very own copy of *Sly Spy Secret Agent* to play in the privacy of their own homes! Hurrah!

It's a complicated competition and no one understands it (including us)...
Well, that's not quite true. In fact, we understand it perfectly, and so should you – it's easy as pie. At the top of the page you'll see some photos of a few pretty mean-looking chappies. They're just the sort of people Sly Spy would go up against, or at least he would if James Bond hadn't already had a crack at them (in a series of pretty successful films in fact). What we want you to do is simple – just name the Bond movie each of these villains came from.

For instance, if you think villain A was to be seen in *Live And Let Die*, put *Live And Let Die* in the space on the form. (You'd be wrong, but put it there anyway.) Now just add your name and address, cut out the coupon, stick it on the back of a post card or envelope and send it off, using Her Majesty's Royal Mail Service, to *In Two Minutes The Missiles Will Strike And The World Will Be Plunged Into World War Three, Mr Bond. And There's Nothing You Can Do To Stop It (Heh Heh)!* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget the closing date, Spec-chums! It's June 30th!

RULES

- Agents of Future Publishing or Ocean Software will have the living daylights scared out of them if they try to enter this compo!
- Diamonds might be forever, but this compo ain't! All cypher messages, secret codes and political bags (and we don't mean our dear old PM) must be received by June 30th (or they'll self destruct).
- Matt's the man with the golden shredder machine, and he's got a licence to bin your entry if he feels like it, so no messing with what he says!

Hmm. Bit of a guess some of these, but I reckon...

Baddie A was in ....

Baddie B was in ....

Baddie C was in ....

And Baddie D was in ....

And there you have it!

Name ....

Address ....

....

.... **Zip Code** ....

HOW 2 HACK

After about five years hacking his way into just about every Speccy game going, JON NORTH (aka The Axxman and numerous other aliases) has decided to come clean and tell the world how it's done. Apparently it's been causing quite a stir in hacking circles! Take it away, Jon...

Hi, welcome to the start of our (sort of) limited series on the fine art of hacking. Over the next few months I'll be showing you how to hack infinite lives and energy out of almost any game you could mention and also how to crack just about every protection system. Phew!

We're going to do it in a series of lessons, with each one covering a different aspect of the noble art, and lots of examples cropping up along the way to give some practical demonstrations. Hopefully you'll be able to follow it! Generally the plan is to keep things as simple as possible. You won't need an in-depth knowledge of Machine Code to cope, although a working grasp of it would be very useful – try a book like Spectrum Machine Language For The Absolute Beginner from Melbourne House (though you may find it difficult to get hold of – Virgin Games, who now own that label, certainly don't have any in stock or any ideas about where to get hold of a copy). You'll also need a good idea of how hexadecimal works. I'll be concentrating mainly on old *YS* Smash Tape games, so hopefully you won't have to shell out too much on new games to join in. With a bit of luck not too many of you will get totally lost along the way, but we shall see.

What you need

First and foremost, you'll need a disassembler, preferably one which you can load anywhere. HiSoft's Devpac springs to mind, but there are plenty of others – check out the small adds in the On Spec classifieds section at the back of the magazine. If you want to find pokes for protected games before I've gone through the protection system you'll also need a Multiface with the Genie disassembler program (available from Romantic Robot – see the contact box at the end of the page). Finally, and most importantly, you'll need (a lot of) time, determination and patience. You won't find pokes within a second of looking for them – not yet anyway.

How to Hack

There are three ways of hacking out an infinite lives poke – they're known as working forwards, working backwards and not working at all! This month we'll look at working forwards – the other two next issue (with luck).

Working Forwards

First of all, find the number of lives you're given (say, five). Your disassembler should have a Find or Search option, so use that to look in the code for the sequence 3E 05 3D (where 05 is the number of lives). This is hex for the machine code instruction LD A, 05 which is similar to the Basic command LET a=5. The 3D is the code for instruction LD (address), A. The brackets signify PEEK, so this instruction corresponds to Basic's POKE address, a. Write down all the addresses you find. Now do the same, but using lives+1 and lives-1. For example, if you have five lives look for 3E 04 3D and 3E 06 3D.

Now for the trial and error part – the most time-consuming bit. For this you'll ideally need a Multiface. POKE each value of five you've found, one by one, with a different value, say two or three. Eventually you'll find the one that gives you two or three lives. If you don't have any success, try repeating the whole procedure, but this time looking for number of lives + or – 1, ie search for four and six. You should now have found the 'number of lives' POKE. Make a note of the address it's put into. For instance, if the instruction after LD A,05 was LD (5B3A),A then the address you need to know is 5B3A. This is called the 'lives store', and is what you need to look for next. Search for 21 address or 3A address. Note that the address should be entered starting with the second two digits, then the first two. In this example, search for 21 3A 5B or 3A 3A 5B. Note down every value you find, then disassemble them.

For every 21 you check, the instruction you want to find is DEC (HL). DEC implies 'subtract 1', and '(HL)' signifies PEEK HL, ie POKE HL, PEEK HL-1. Note the addresses of every one you find. Similarly, when you check 3A, look for DEC A and SUB n, where n is a number between 1 and 255 (but usually between 1 and 20).. 3A is code for LD A, (address). After the DEC A or SUB n you should find LD (address), A where the address is the lives store. If not, you can ignore the DEC or SUB because they have no effect. If you find several of DEC A, DEC (HL) or SUB n instructions, jot them all down. They will be for loss of life at different points in the game. For instance one may be for Level One and another for Level Two.

Now for the good bit – POKE all the addresses you've written down for DEC (HL) or DEC A with 0. POKE any SUB n's you've found to read SUB 0 (POKE the address after the SUB instruction with 0), then play the game. Infinite lives should be yours. Note that when you try the game with the POKEs in place you may get just one life before the 'Game Over' message. If this happens, just replace all the POKEs with 182 for DEC (HL) and 183 for DEC A. This is code for OR (HL) and OR A. I'm not sure why this happens, but it isn't important. (It's to do with flags. Smart-Alec Jonathan)

Example
A Nightmare On Robinson Street (YS Smash Tape 27, Issue 50)

You get 50 life points at the start of the game, so search for 32 32 3A (3A being the hex for 50). There are two, one at C2E1 and the other at C322. The one at C322 does nothing, the other gives 'x' amount of life points. The instruction after the one at C2E1 is LD (D310), A so you know that the lives are stored at D310. Now look for 3A 10 D3. There are four – at C3B0, D00D, D3E6 and DB47.

The code at C3B0 reads...

```
LD A, (D310) (A is the value in the lives store)
CP 0 (Compare with 0)
JP Z, DE4B (If it is, Jump to address DE4B. This is the same as GOTO)
```

There are no DEC A's here, so ignore it.

The code at D00D reads...

```
LD A, (D310) (A is the value in the lives store)
CP 0 (Compare with 0)
RET Z (RETurn if it is. This is similar to RETURN in Basic)
DEC A (Aha!)
LD (D310), A (Put the new value back in the lives store)
RET (And return)
```

You should POKE the DEC A with 0. The address is D013.

The code at D3E6 is...

```
LD A, (D310) (A is the value in the lives store)
LD E, 0A (LET e=10)
LD D, 30 (LET d=48)
SUB E (LET a=a-e)
JR C, D3F4 (Jump forward if less than 0)
INC D (LET d=d+1)
JP D3ED (GOTO address D3ED)
```

This does nothing. Although there is a SUB E here, it is not put back into the lives store and can be ignored.

And the code at DB47...

```
LD A, (D310) (A is the value in the lives store)
SUB 4 (SUBtract 4)
LD (D310), A (Put the new value back in the lives store)
JP NC, DB37 (Jump to DB37 if greater than 0)
XOR A (Otherwise A=0)
LD (D310), A (Put 0 in the lives store)
JP DB37 (And jump to DB37)
```

The SUB 4 should be POKEd to read SUB 0. The SUB instruction is at DB4A, but the 4, which you want to change, is one after this, ie DB4B. So for infinite lives, POKE D013, 0 0. And there you have it!

Whew! Still with us? Good. (It's quite heavy going, isn't it?) Still, that lot should keep you out of trouble for a month or two.

More next ish, with Working Backwards and 'Not Working At All' (Multiface hacks). In the meantime, if you've got any questions, write to me, Jon North at How 2 Hack, YS, 30 MonmouthStreet, Bath, Avon BA1 2AP. And remember – if it loads, hack it!

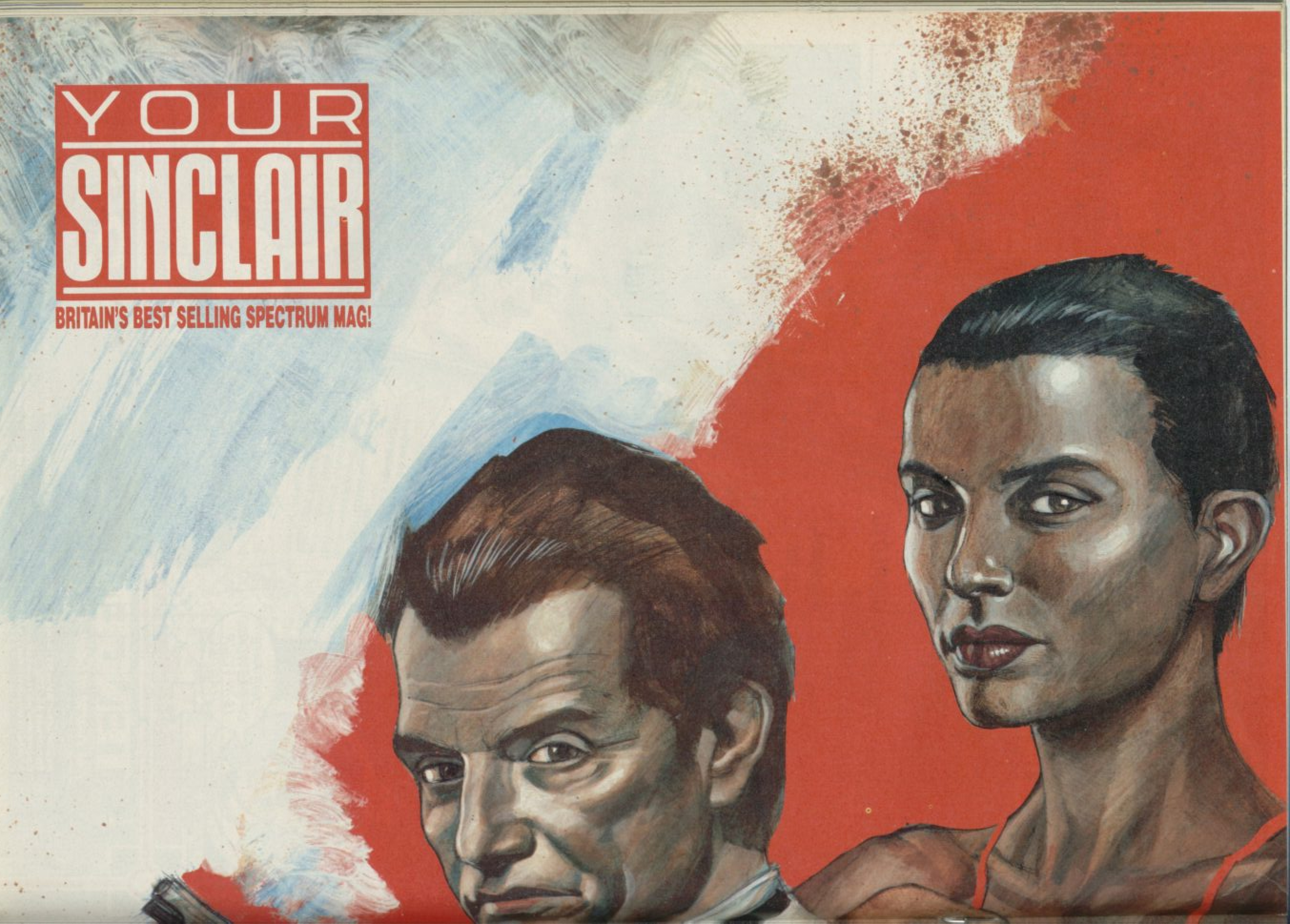
FAX BOX

ROMANTIC ROBOT (Multifaces, Genie disassembler program etc)
54 Deanscroft Avenue, London NW9 8EN
Tel (01) 200 8870

HISOFT (Devpac Disassembler etc)
The Old School, Greenfield, Bedford MK45 5DE



--HAS BEEN TAKEN OVER BY THE EVIL REPTILONS!
ESCAPE
FROM THE PLANET OF THE
ROBOT MONSTERS
ESCAPE – FROM THE WORLD OF BORING VIDEO GAMES!
Yes! This is the latest, wackiest, most playable shoot-em-up for a very, very long time.
"Lots of beautiful girls have been abducted to Planet X by the evil reptilons. And when I say abducted, I mean.... well, yes – exactly! It's a disgrace! And those evil reptilons are downright.... evil! And that's not all – there's more. Where? Inside of course! Good luck men!"
Bzzz. 'crackle'. hizz. pop: This is Radio S.M.O.G. bringing you the latest update.
THEY ARE BEING FORCED TO CREATE AN EVIL ROBOT ARMY DESTINED TO DESTROY EARTH!
"We join our heroes on the surface of Planet X where a rescue mission is in progress. The REPTILONS have enslaved the humans stationed there. They are being forced to create an evil Robot Army destined to DESTROY THE EARTH! Listen out for our next broadcast"
"THE FATE OF THE WORLD IS IN YOUR HANDS!"
"DESTROY THE EVIL REPTILONS"
JAKE
DUKE
TENGEN
The Name in Coin-Op Conversions
DOMARK
Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: Teque Software developments Ltd. © 1990 TENGEN INC. All Rights Reserved. ™Atari Games Corporation
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots


YOUR
SINCLAIR
BRITAIN'S BEST SELLING SPECTRUM MAG!



FABRY '90
SLY SPY
SECRET AGENT

The World Cup Starts HERE!

A COMPREHENSIVE GUIDE AND GAME REPLICA OF THE WORLD'S MOST EXCITING SPORTS SPECTACULAR



WIN TICKETS TO THE WORLD CUP

Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!

See competition card inside game pack for full details and competition rules.

FREE WORLD CUP FILE-OF-FACTS

64 colour pages that tell you everything you need to know about the ...

ITALY 1990 WORLD CUP FINALS!

WORLD CUP TRIVIA QUIZ

A chance to test your knowledge in:
'THE WORLD CUP STARTS HERE!' TRIVIA QUIZ

Q. WHICH GOALKEEPER LET IN 5 GOALS IN HIS LEAGUE DEBUT AND WENT ON TO CAPTAIN A WORLD CUP WINNING SIDE?
A. ?

AUTHENTIC GAME ACTION

Including: • ***Variable skill, speed, strength and agression levels.*** • ***Choice of formations.*** • ***Full team seeding system.*** •

TAKE YOUR PLACE IN THE FINALS

Choose your team from a REAL playing squad then battle through authentic league and knock out phases all the way to the final, playing against the opponents you would expect to meet in the real event!

UNIQUE PLAYING FEATURES

Include:
- **Player v.s. Player option.**
- **Variable match duration (2 minutes to 45 minutes).**
- **TV style presentation.**
- **Referee with the ability to use the 'red card'! ...**

AND MUCH MUCH MORE!!

Available on:
CBM AMIGA · ATARI ST
COLOUR MONITOR
CBM 64/128 &
AMSTRAD
Cassette & Disk
SPECTRUM Cassette.

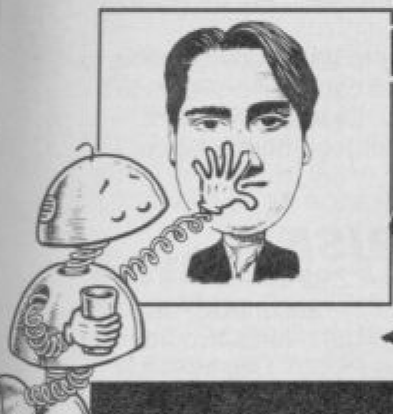
ITALY 1990. 24 teams and their supporters converge on Italy for the greatest sporting event in the world and millions more will witness the spectacle on their television screens.

But for you THE WORLD CUP STARTS HERE! Get to know the facts on all the teams, venues and fixtures, select your squad, then GO FOR GOAL – lift the trophy for your country. Then sit back and be the best informed World Cup football fan around!

ITALY 1990
THE WORLD CUP STARTS HERE!

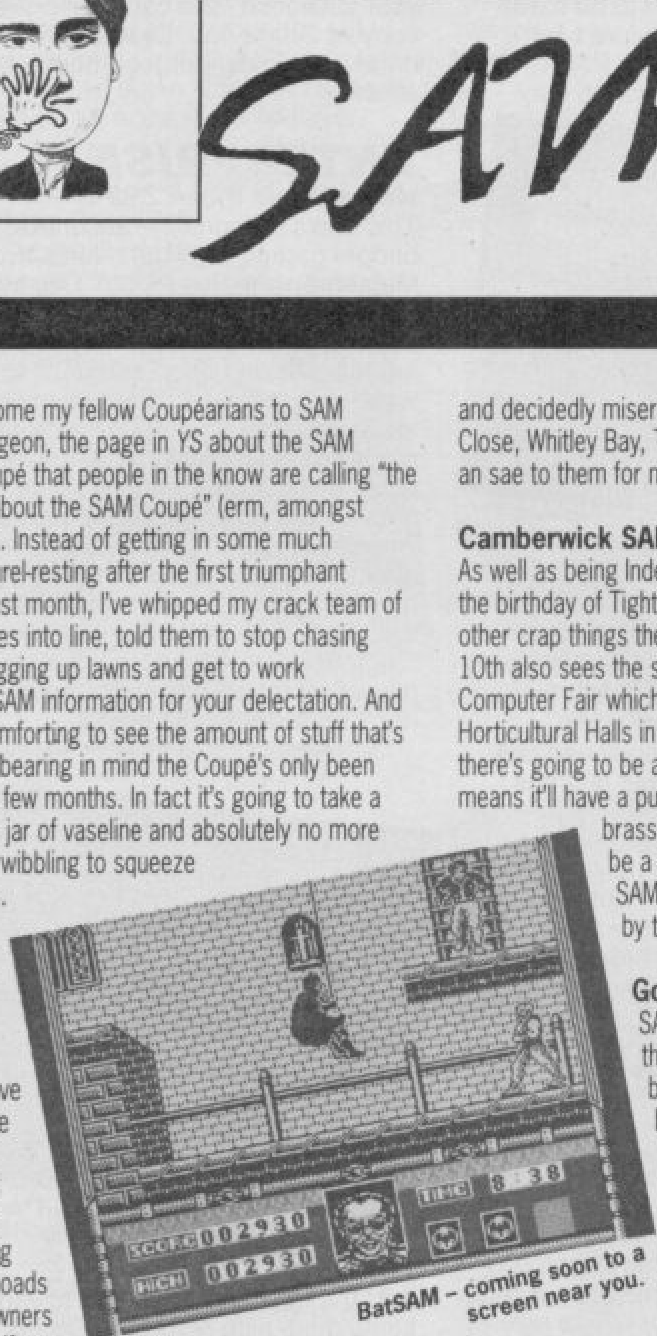
U.S. GOLD

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.



ROBIN ALWAY SAM Surgeon

Welcome my fellow Coupéarians to SAM Surgeon, the page in *YS* about the SAM Coupé that people in the know are calling "the page in *YS* about the SAM Coupé" (erm, amongst other things). Instead of getting in some much deserved laurel-resting after the first triumphant instalment last month, I've whipped my crack team of industry moles into line, told them to stop chasing slugs and digging up lawns and get to work uncovering SAM information for your delectation. And it's pretty comforting to see the amount of stuff that's been found, bearing in mind the Coupé's only been around for a few months. In fact it's going to take a shoe horn, a jar of vaseline and absolutely no more introductory wibbling to squeeze everything in.



BatSAM – coming soon to a screen near you.

Look And Lerm

Lerm Software might not have a profile quite as high as Ocean or US Gold but it's made life-long friends with loads of Speccy owners thanks to a nifty line in solid and dependable utility software. It's now turning its attention to the Coupé with two impressive pieces of SAM-specific software.

Impressive piece of software number one is *SAMTAPE*, a package of two programs designed to transfer all that lo-tech Speccy software you've got onto shiny new Coupé disks. Apparently it can make your SAM think it's a Speccy with a Multiface and allows you to stop progs in their tracks with the NMI button and then insert POKEs, save to disk and generally mess about. Not only that but it can also convert the SAM keyboard into an exact replica of the Spectrum's. That's in spirit only of course (you don't have to put up with rubber keys or anything) but all your old favourites like Extended Mode are lovingly recreated in the same positions as the original – which I'm told is jolly useful for loading, using and transfering any Speccy Basic progs or utilities.

The other SAM specific offering from Lerm is *SAM ASSEMBLER*, an easy-to-use, erm, assembler based on its much-acclaimed-in-assembler-circles *Z80 TOOLKIT* program. All the usual complicated-sounding features you'd expect to find like the unforgettable Block Delete, the incomparable hex/decimal/binary input formats and everyone's favourite, Line Renumber, are included, and naturally it all comes complete with a comprehensive manual.

Both *SAMTAPE* and *ASSEMBLER* look like being major contributions to SAM software and cost a pitiful and decidedly miserly £8.99 from 11 Beaconsfield Close, Whitley Bay, Tyne and Wear NE25 9UW. Bung an sae to them for more details.

Camberwick SAM

As well as being Independence Day in Burkina Faso, the birthday of Tight Fit's lead singer and a hundred other crap things they always tell you in diaries, June 10th also sees the start of the third All Formats Computer Fair which takes place in the plush Royal Horticultural Halls in London. I mention it because there's going to be a Coupé Village there. Whether this means it'll have a pub, a little corner shop and a local brass band I don't know but it's sure to be a good place to stock up on all the SAM booty that's sure to be available by then. It'll cost you £3 to get in.

Good 'n' Hard

SAM specific software is relatively thin on the ground at the moment but when it comes to 'ware of the hard variety there's more on offer than even the well equipped Coupé's got ports for.

MGT has stacks of the stuff on offer. For starters there's the incredibly chique-looking Coupé disk drive which slots oh-so-trendily under the computer, costs £89.95 and was given a good going over in *Rage Hard* a few YS's back.

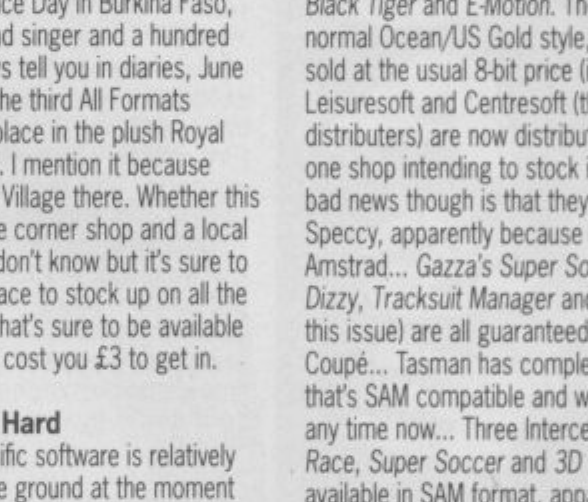
Next, there's the SAM Communications Interface which is a combined parallel and serial interface in a nice neat box for £29.95, and the evocatively entitled External Drive Interface which lets you hook up any old disk drive to your SAM and also includes a parallel interface for good measure. This also sells for five pence short of 30 quid.

And lastly there's the um, what was it, oh yeah, memory add-on. This is another rippling 256K of memory for people who like things big (oo-er).

All the firm, solid and decidedly unsoft items above are available from MGT, Lakeside Phoenix Way, Swansea SA7 9EH. Ring 0792 791100 for more details.

Titbits

More news on MGT. Its got together with Ocean and US Gold to bring SAM compatible versions of some of their recent big-hit games into the shops. Hurrah! They should be hitting the shelves as you read this. These won't be special SAM versions using the full graphics and memory abilities of the new machine, but they will load without you needing the Speccy emulation program. The games, as we go to press, will be *Batman The Movie, Robocop, Rainbow Islands, Strider, Black Tiger* and *E-Motion*. They'll be packaged in the normal Ocean/US Gold style, marked 'SAM Coupé' and sold at the usual 8-bit price (ie just under a tenner)... Leisuresoft and Centresoft (the two biggest games distributers) are now distributing the SAM Coupé, and one shop intending to stock it is John Menzies. The bad news though is that they'll no longer be selling the Speccy, apparently because of a bit of a fall-out with Amstrad... *Gazza's Super Soccer, Fantasy World Dizzy, Tracksuit Manager* and *Delta Charge!* (reviewed this issue) are all guaranteed to work with the SAM Coupé... Tasman has completed a *Tasword 2* version that's SAM compatible and will be selling it at £19.99 any time now... Three Interceptor budget games, *The Race, Super Soccer* and *3D Snooker*, will shortly be available in SAM format, apparently utilising the full memory and graphics capability of our blue-footed chum. They'll be available at £2.99 and reviewed next issue (with luck)... Scetlander, the marketing arm of the Scottish Council For Educational Technology, will be selling its *Hooray For Henrietta* learning skills program in SAM format... Rickitt, a big educational distributer, will be doing the same with their *Puncman* punctuation program, *Spanish Gold* computer storybook and *Granny's Garden* adventure game for the 6-10s... Goliath's *World Boxing Manager* will have a SAM version utilising full graphics and sound capabilities, as will Enigma Variations' *Defenders Of The Earth* (reviewed this ish)... Anco is promising us a Coupé *Kick Off* version soon, and it looks as though *Football Manager II* is fast approaching Coupesville too.... And finally, back to MGT. It reckons it's now got the final version of the SAM ROM and DOS up and running, and most Coupé owners will have received it by the time you read this. Magnifico!



Up, up and away. Rainbow Islands gets cute with the Coupé.

Away, Coupé!

Well that's your lot for this month. Remember, I'm after everything and anything in least bit SAMish, the smallest tad Coupéesque so whop it in an envelope and send it to me, Robin Alway, at SAM Surgeon, *Your Sinclair*, 30 Monmouth Street, Bath. BA1 2AP. Bye!

It's time to tiptoe down those creaky old stairs again, folks. JONATHAN DAVIES leads the way...

BARGAIN BASEMENT

RASTER-RUNNER
Mastertronic Plus/£2.99

Remember the Light Cycles bit in *Tron*? Remember all those Speccy versions of it that came out years ago? Remember how simple but terribly addictive they all were (most of them, anyway)? Well, here's another one. And, what's more, it's completely brilliant!

The idea's simple enough. You control a little wiggly line, and another player controls another little wiggly line. You've got to make your line as long as possible without crashing into anything. Boring, eh? Not at all. There are piles of different strategies, and *Raster-Runner* incorporates a few new ideas too. First of all, as well as seeing the whole playing area at the top of the screen complete with wiggly lines and not much else, each player gets a scrolling close-up. For added excitement, try sellotaping a bit of loo-roll or something over the main window. This means that split-second decisions need to be made because you're never quite sure what's going to scroll on next.

Also, you're given the option to play



How long is a piece of string? Not very long when you're as crap as I am!

against the computer. There are three difficulty levels, all of which are completely impossible (of course). And finally, pressing Fire makes you invincible for a few seconds. This is for emergency use only, as you can only do it a couple of times.

Spookily, I couldn't stop playing it – it's just so good. In fact, I'm typing one-handed at the moment. The other's playing *Raster-Runner*. Actually that's a lie. But it's really, really good anyway, and well worth a week's pocket money. (Or three weeks' if your dad's anything like mine. Or you work for *YS*.)

OVERLANDER
Encore/£2.99

This month's budget driving game is, would you believe, a re-release. It's promoted as "the first game to enable you to climb hills and drive down into valleys". And indeed it does. You can also shoot things and buy add-ons. It's even 'environmentally aware' – the plot's all to do with the ozone layer and our 'once green and beautiful planet'. What more could you want?

Otherwise, it's pretty much a standard driving game. It's all monochrome, of course, but the graphics are all very nice. Those hills and valleys undulate pretty effectively, motorbikes weave from side to side frantically before disappearing under your tyres and there are some quite fetching backgrounds. It's a bit like *Enduro Racer* with twice the number of wheels (and things to shoot). But it's not quite as



"Riding along in my (catalytic converted) automobile, dee-dum dee-dum dee-dum..."

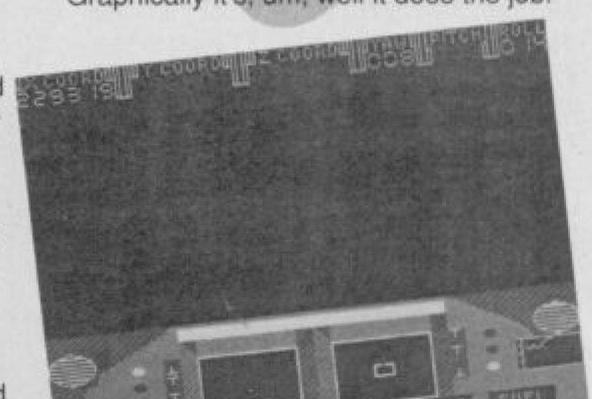
playable as the old biking classic – the controls don't seem to respond quite as realistically, and the skidding-round-corners is a bit questionable. Oh, and the shooting can be a little haphazzard. But it's nothing to worry about.

If you're wanting to add a driving game to your collection, and can't quite stretch to a copy of *Chase HQ*, *Overlander* is a lot better than most purpose-built budget efforts.

ENTERPRISE
Mastertronic Plus/£2.99

This one's reasonably reasonable, as budget games go. That makes two from Mastertronic in one month. Blimey. It's a sort of cheapo *Elite* – lots of flying round, trading, the usual stuff. There's a fair amount missing of course (stuff to shoot, weapons etc) but a couple of interesting additions. First of all, you can land on planets (after tackling a flight sim-style landing sequence) and then chat to the natives and maybe do a bit of trading. This involves typing in stuff and watching the alien's replies, which don't tend to be that convincing most of the time. There are 5,000,000,000,000 (yes, 5,000,000,000,000) of these planets, and they're all meant to be different, so please don't start sending in maps!

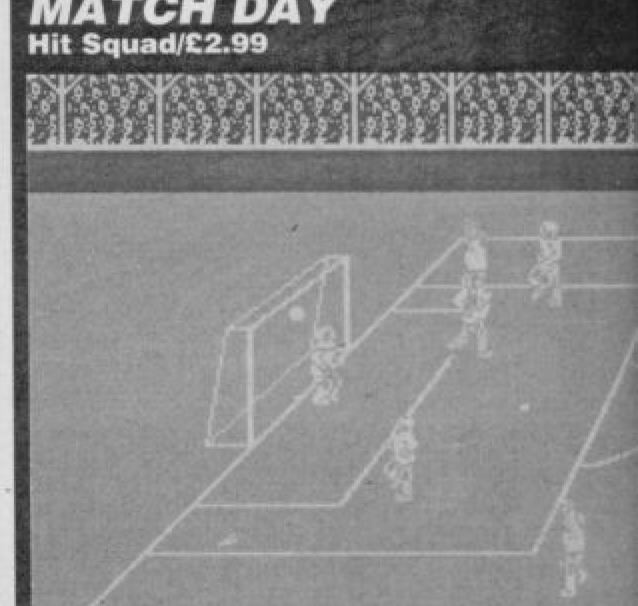
Graphically it's, um, well it does the job.



Over 5,000,000,000,000 (count 'em! 5,000,000,000,000!) planets to visit!!

Just the usual stars coming towards you, some quite nice revolving planets and then the flying-over-the-surface part, where the

MATCH DAY
Hit Squad/£2.99



Matchday may not fare so well in the old footballers-hugging-and-kissing-each-other-whenever-they-score-a-goal department but it's still a bit of a stomper!

Obviously realising that this summer is going to be a long, hot footie one, what with the *YS Footie Spectacular*

only detail is the landing strip. What there is is nice enough, but don't expect to be overwhelmed or anything.

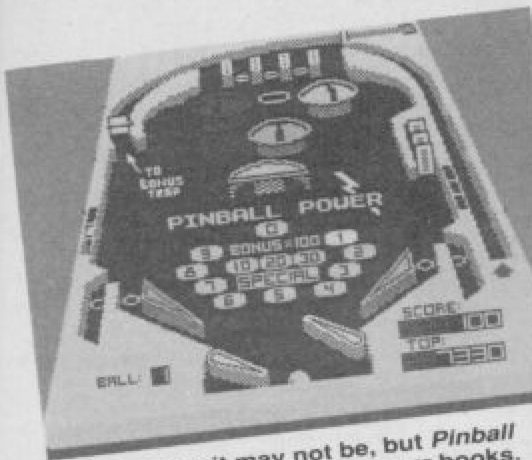
Although *Enterprise* is a fairly simple affair, it gives the impression of being really massive, which you don't normally get in a barg. And it's quite fun too. As a full-pricer it would get howled down within seconds, but it makes quite an acceptable cheapo.

PINBALL POWER

Mastertronic Plus/£2.99

Ho hum. A pinball game.

But, astonishingly enough, it's quite a



Time Scanner it may not be, but *Pinball Power's* certainly a flip hit in our books.

good one. In akchawl fact, though, most pinball games tend to be on the right side of acceptable. I mean as long as the ball bounces around in a fairly reasonable manner, and the table's nice and cluttered-looking, you've got yourself a pinball game.

So what distinguishes this one? Well, for a start it's sort of verging on being 3D. The screenshot can probably explain it better than I ever could. The ball bounces very convincingly and can really shift when it wants to. The only anomaly here is that you can't vary the speed with which it's initially launched. You just press a key and away you go. Oh, and the table's a bit vacuous. There are only a handful of things to bash into, plus a couple of bonusy bits, but that's about all.



roaming the streets (oh, and the World Cup), the Hit Squad's done the obvious thing and dug out this old fave. It's THE footie game, really, and one that absolutely everyone should have a copy of. Even you.

Considering the ©1984 lurking in the depths of the cassette inlay (making it nearly as wrinkly as our Prod Ed), *Match Day* is looking very sprightly indeed. It's got everything! Half-decent graphics, vaguely convincing ball control and a complete absence of lists of numbers. The only thing that slightly annoys me is that you control whoever's closest to the ball. While this is fine for most of the time, occasionally you'll find control flipping between players when you don't particularly want it to. Perhaps it should wait 'til you press Fire or something. Not to worry though.

And the best part? Definitely the ultra-convincing simulation of the referee's whistle at the beginning of the match. It's unsurpassed!

Until *Match Day II* comes out on barg this is probably the best bet for the footie-frenzied light-of-pocket.

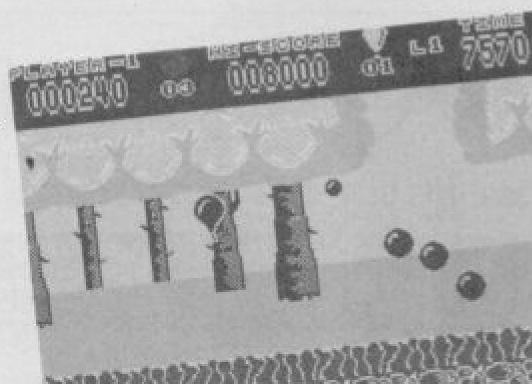
So, um, what else do you want to know? I can think of better ways to spend the money (but I'm not telling you them). If, however, you've got your heart set on a pinball game, look no further than this one. It'll have you rushing out to open a Nat West account immediately.

HOPPING MAD

Encore/£2.99

"Almost as addictive as banana Nesquik," concluded Dunc when this one fell into his hands a couple of years ago. And it certainly is. What we've got here is essentially a scrolling bouncing ball game which, just for a change, scrolls from left to right. You've actually got four balls to keep an eye on, and they all stick together in a long snakey thing. It's a bit like having all your eggs in one basket, except they're, erm, balls.

There's absolutely nothing you can do to stop the balls bouncing along. All you can manage is to make them speed up, slow down or bounce a little bit higher. This makes collecting things which need to be collected a trifle tricky, and avoiding nasties even harder still. You've actually got to pick up ten balloons on each level in order to



Boing boing, balls ahoy!

progress along onto the next one, and because they tend to drift around a bit this is by no means an easy task. But the really scary part is that whenever any of your balls get hit by anything they burst. And once all four have popped, that's it – end of game.

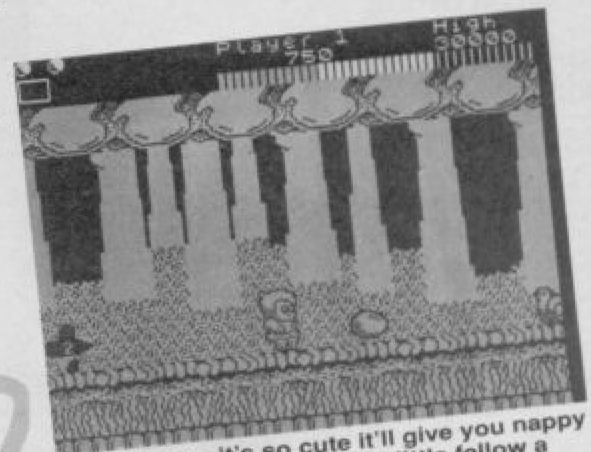
Easy it's not. You'll need loads of patience. Loads of it. And you'll also need to develop a whole new gaming technique, as *Hopping Mad* isn't quite like anything else at all. But your patience will be rewarded, as they say, because it's a smart, tidy little game and very hard to hate.

WONDER BOY

Hit Squad/£2.99

Without wishing to sound smug or anything, I'll quietly point out that I beat Level One of this on my first go without losing a life. Now, this could mean one of two things. Either a) I'm completely ace, or b) *Wonderboy* is a bit on the easy side, and maybe designed for the 'younger player'. What do you reckon? Oh thanks.

Well anyway, *Wonderboy* is fairly standard run-along-avoiding-and-collecting-things stuff. The collectables are generally items of fruit, and the avoidables are things like killer snails and lethal flies. Eeek! And possibly worst of all are the terrifying psycho-stones which lie there, menacingly, waiting for you to stumble against them and trip to your death. The scenery scrolls towards you (well, maybe 'lunges' would be a better description), and consists mainly of



Wonderboy – it's so cute it'll give you nappy rash! (And isn't this spunky little fellow a wee bit too young to have a girlfriend?)

trees, platforms and water. At the end of it, somewhere, is Wonderboy's girlfriend Tina who needs rescuing.

There are a fair number of levels to get through and, all in all, it's pretty good fun. A bit cute, but fun. As it's so easy I didn't end up ripping out huge handfuls of hair (like I usually do with games like this). In fact, I almost began to enjoy myself at one point.

FOOTBALL CHAMPIONS

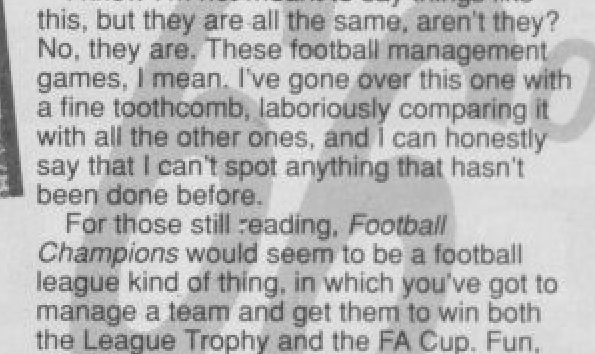
Cult/£2.99

Oh no! It can't be! It is! I hate them! I really, really do! Where's Marcus? Why me?

I know I'm not meant to say things like this, but they are all the same, aren't they? No, they are. These football management games, I mean. I've gone over this one with a fine toothcomb, laboriously comparing it with all the other ones, and I can honestly say that I can't spot anything that hasn't been done before.

For those still reading, *Football Champions* would seem to be a football league kind of thing, in which you've got to manage a team and get them to win both the League Trophy and the FA Cup. Fun, eh? It's quite nicely presented but runs a bit slowly (there's probably a fair amount of Basic lurking in there). And finally here are a few of the 'features' listed on the packaging – 'week counter', 'goal difference +-', 'handling', 'average gates', 'Home & Away' and 'change club'. Irresistible, huh?

So, if a footie management game's what you're after, I can't see anything desperately wrong with this one. The only real problem is that its name has just scrolled off the top of the screen, and I can't remember what it is! It just goes to show...



And if you really dig *this* screenshot (well, there must be someone out there who does) then scootle across to our *YS Footie Spectacular* on page 53, why don't you? Hot poop lists and no mistake!

BARGAINS

WORLDWIDE SOFTWARE
106A Chilwell Road, Beeston
Nottingham NG9 1ES

WORLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
106A Chilwell Road, Beeston
Nottingham NG9 1ES

VISA

SPECTRUM SOFTWARE	CASS	DISK
100% Dynamite	11.20	---
4th Dimension	9.99	---
After the War	7.25	---
Altered Beast	7.25	---
Arkanoid	2.99	---
Austerlitz	9.99	---
Bards Tale	2.99	6.99
Batman the Movie	7.25	11.20
Billy the Kid (Light Gun)	2.99	---
Black Tiger	7.25	11.20
Bloodwych	7.25	11.20
Brian Clough Football	5.99	6.99
Bridge Player 2150	14.95	22.95
Bronx Street Cop (Light Gun)	2.99	---
Castle Master	7.25	11.20
Chase HQ	7.25	11.20
Chuck Yeager Flight Trainer	7.25	11.20
Classic Games 4	7.25	11.20
Coin Op Hits	11.20	13.50
Colossus Chess 4	7.25	11.20
Combat School	2.99	---
Crack Down	7.25	---
Crazy Cars	2.99	---
Crazy Cars 2	7.25	---
Cyberball	7.25	11.20
Daley Thompson Decathlon	2.99	---
Dan Dare 3	7.25	11.20
Darius +	7.25	---
Defenders of the Earth	7.25	---
Desert Rats	7.25	---
Dizzy 1	2.99	---
Dizzy 2 Treasure Island	2.99	---
Dizzy 3 Fantasy World	2.99	---
Double Dragon 2 (128K)	7.25	11.20
Dragons Lair	2.99	---
Dynasty Wars	7.99	---
Edition One	8.99	13.99
Emlyn Hughes Soccer	7.25	11.20
E. Motion	7.25	---
Enduro Racer	2.99	---
Escape Planet Robot Monsters	7.25	11.20
Exploding Wall	2.99	---
F15 Strike Eagle	7.15	---
Fiendish Freddie Big Top	7.25	---
Fighter Bomber	11.99	---
Football Director 2 128K (Not +2A)	14.95	14.95
Football Manager 2 + Exp Kit	7.25	---
Football Manager World Cup	7.25	11.20
Football of the Year 2	7.25	11.20
Four Soccer Simulators	2.99	---
Fun School 2 (6-8 yrs)	7.25	10.50
Fun School 2 (over 8 yrs)	7.25	10.50
Fun School 2 (under 5 yrs)	7.25	10.50
Future Bikes	2.99	---
Ghosts and Goblins	2.99	---
Ghouls and Ghosts	7.25	11.20
Grand Prix Master	7.25	11.20
Great Escape	2.99	---

SPECTRUM SOFTWARE	CASS	DISK
Guardian 2	2.99	---
Gunship	7.25	11.20
Hammerfist	7.25	---
Hard Drivin	7.25	11.20
Heavy Metal	7.99	11.99
Hopping Mad	2.99	---
Hot Rod	7.25	---
Hunt for Red October	7.25	---
Hyper Sports	2.99	---
Ikari Warriors	2.99	---
Impossamole	7.25	11.20
Indy Last Crusade	7.25	---
Invasion Force	9.99	---
Italian Supercars	2.99	---
Jungle Warrior (Light Gun)	2.99	---
Italy 1990	7.25	---
Ken Dalglish Soccer Manager	7.25	11.20
Kick Off	7.25	11.20
Kick Off 2	7.25	11.20
Klax	7.25	11.20
Leaderboard Golf	2.99	---
Leisure Genius 3 Pack	14.95	---
Liverpool	7.25	---
Masterfile Plus 3	---	21.95
Match Day	2.99	---
Mega Mix	11.20	13.50
Miami Vice	2.99	---
Microprose Soccer	7.25	11.20
Mini Office	2.99	---
Mountain Bike Racer	2.99	---
Mr Heli	7.25	11.20
Myth (System 3)	7.25	---
Napoleon at War	7.25	---
New Zealand Story	7.25	11.20
Nigel Mansells Grand Prix	2.99	---
Ninja Sprint	7.25	---
Ninja Warriors	7.25	11.20
Ollie and Lisa 3	2.99	---
Operation Gunship	2.99	---

SPECTRUM SOFTWARE	CASS	DISK
Operation Thunderbolt	7.25	11.20
Overlander	2.99	---
P47 Thunderbolt	7.25	11.20
Pacmania	7.25	11.20
Paperboy	2.99	---
Peter Beardsley Soccer	2.99	---
Ping Pong	2.99	---
Pipe Mania	7.25	11.20
Platoon	2.99	---
Postman Pat	2.99	---
Powerdrift	7.25	---
Predator	2.99	---
Prince Clumsy	2.99	---
Quartet	2.99	---
Rainbow Islands	7.25	11.20
Rambo	2.99	---
Renegade	2.99	---
Robocop	7.25	11.20
Rolling Thunder	2.99	---
Saigon Combat Unit	2.99	---
Scapeghost	14.95	14.95
Scrabble De Luxe (128K)	9.50	12.99
Scramble Spirits	7.25	11.20
Shadow Warrior	7.25	11.20
Shark	2.99	---
Shinobi	7.25	11.20
Short Circuit	2.99	---
Silent Service	7.25	---
Sonic Boom	7.25	11.20
Space Harrier 2	7.25	11.20
Spitfire 40	2.99	---
Stalingrad	7.25	---
Strider	7.25	---
Storm Lord 2	7.25	---
Stunt Car Racer	7.25	---
Super Dragonslayer	2.99	---
Super Hang On	2.99	---
Super League Soccer	7.25	---
Super Sprint	2.99	---

SPECTRUM SOFTWARE	CASS	DISK
Super Tank Simulator	2.99	---
Super Wonderboy	7.25	---
Tas Diary Plus 3	---	14.95
Tas Print Plus 3	---	19.95
Tas Sign Plus 2	14.95	---
Tas Sign Plus 3	---	19.95
Tascalc Plus 2	14.95	---
Tascalc Plus 3	---	19.95
Tasprint Plus 2	9.50	---
Tasword Plus 2	14.95	---
Tasword Plus 3	---	19.95
Test Drive 2 The Duel	7.25	11.20
Thanatos	2.99	---
The Bizz	11.20	---
The Cycles	7.25	---
The General	9.99	---
Tolkien Trilogy	9.99	---
Top Gun	2.99	---
Tracksuit Manager	7.25	---
Treble Champions	7.25	---
Turbo Bike	2.99	---
Turbo Outrun	7.25	11.20
Turrican	7.25	11.20
Untouchables	7.25	11.20
Vendetta	7.25	---
Vulcan	7.25	---
Wellington at Waterloo	9.99	---
Wild Streets	7.25	11.20
Winners US Gold	11.20	---
Wonderboy	2.99	---
World Champ Boxing Manager	7.25	---
World Class Leaderboard Golf	2.99	---
World Cup Soccer 90	7.25	---
World Soccer	2.99	---
X Out	7.25	9.99
Yankee	7.25	---
Zombi	7.25	11.20
Zulu War	7.25	---

****

Joysticks and Utilities	
Cheetah Mach 1	10.95
Cobra	11.99
Competition Pro 5000	12.95
Competition Pro 5000 Clear	13.95
Competition Pro Extra	14.95
Cruiser Black, Blue or Multicoloured	8.99
Konix Speedking	10.99
Konix Speedking Autofire	11.99
Quickshot Delux Digital	9.95
Zip Stick Autofire	14.95
+2/+3 Cover	4.99
Spectrum Power Supply	9.95
Azimuth Tape Head Align Kit	8.99
Joystick Adaptor For +2/+3	4.99
+3 Cassette Lead	4.99
10 x 3" Blank Disk for +3	21.95

****

0602 252113 (24 hrs)

Fast Delivery On All Stock Items By 1st Class Mail In UK.
Special Overseas Service By Air Mail Worldwide.
Credit Card Orders Accepted by Phone Or Mail.
Overseas tel no: Nottingham 225368
Credit Card Order Telephone Lines

0602 225368 (24 hrs)

SUMMERTIME SPECIAL OFFER

50p off all Spectrum titles
Just tell us in which magazine you saw our advert then deduct 50p from each title ordered.

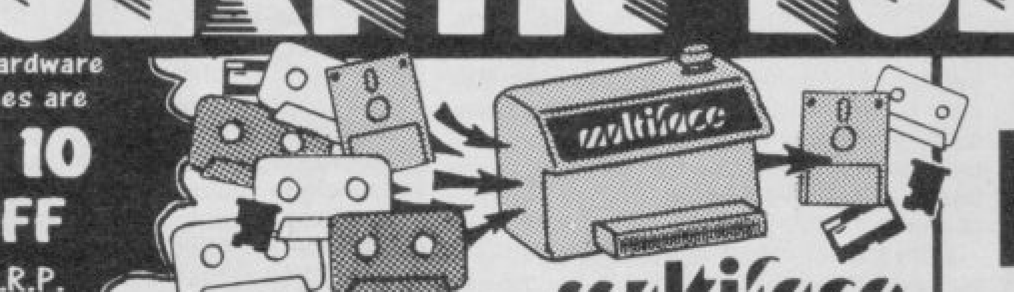
Europe (other than UK) shipping costs are:
£1.50 per cass disc for normal airmail
£2.50 per cass disc for express airmail

Please make cheques or postal orders payable to **WORLDWIDE SOFTWARE**
Orders totalling less than £5.00, please add 50p for P&P.
Orders £5.00 and over P&P is free in the UK

Outside Europe shipping costs are:
£2.00 per cass disc for normal airmail
£3.00 per cass disc for express airmail

ROMANTIC ROBOT *present*

All hardware prices are £ 10 OFF R.R.P.



multiface

Multiface is a **MUST** for every Spectrum owner. It can **freeze** a program **any time** and back it up. It **transfers** between **tape/disk/cartridge/wafer**. It also lets you **Peek/POKE**, study/modify **ALL**! Multiface does all at a **touch of a button**, is fully automatic, **menu driven**, a joy to use. **MAGIC!**

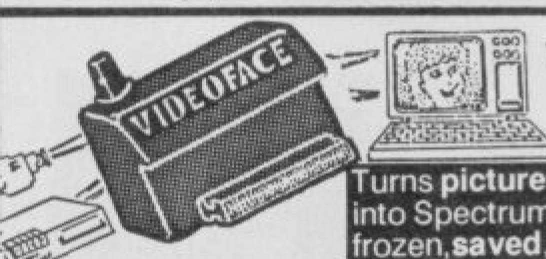
MF3 is for Spectrum +3 or +2A and comes with or without a through port. MF1 & MF128 are for Spectrum 48/128/+2. MF1 has a through port, joystick interface, works in 48K mode and saves to tape, Microdrive, Discovery and Wafadrive. MF128 has a through port, works in 48K AND 128K mode and saves to tape, Microdrive, Disciple, Plus D and Discovery.

MULTIPRINT

The ultimate Spectrum Printer Interface. Menu-driven, **joy to use, programmable!**, 8K Rom/8K Ram, 1.2 m **Centronics** cable, **Freeze Button**, Multi-Toolkit, *Unique* & **best!**



For Spectrum 48/128/+2.
With or without through port.



VIDEOFACE

With a through port.
For any Spectrum.

Turns **pictures** from video *camera/recorder* into Spectrum **hi-res screens**. They can be frozen, **saved**, *printed*, altered, **animated**...
Menu-driven, **fast**, great fun, **extra effects**.

GENIE and LIFEGUARD



GENIE and **LIFEGUARD** are very special programs for Multiface or Multiprint users. By residing **inside Multiface** or **Multiprint**, **GENIE** can **disassemble ANY** program **ANY** time **at a touch of a button!** **LIFEGUARD** can on the other hand find **INFINITE LIVES**, ammo, etc. **GREAT!**

You MUST NOT use any of the above products to copy, reproduce or infringe in any way any copyrigh t material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is ILLEGAL!

All prices are already discounted and apply to Mail Orders to 31.5.90 only.

£10 OFF MULTIFACE, MULTIPRINT & VIDEOFACE!

I enclose a Cheque/Postal Order/Cash **plus P&P** for £..................
or debit my Access/Visa No..................
Name..................Card Exp..................
Address..................

P&P UK & Europe	£ 1.00	☐
MULTIFACE One	£29.95	☐
MULTIFACE 128	£34.95	☐
MULTIFACE 3	£34.95	☐
MULTIPRINT	£29.95	☐
LIFEGUARD	£ 6.95	☐
MUSIC Typewriter	£ 5.95	☐

P&P OVERSEAS	£ 2.00	☐
GENIE 1/128 (NOT 3)	£ 6.95	☐
VIDEOFACE Digitizer	£29.95	☐
M3 with through port	£39.95	☐
Multiprint + through port	£34.95	☐
Spectrum +3 Disks	£ 2.95	☐
Spectrum +3 Tape Lead	£ 2.95	☐

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs 01-200 8870

YS



THE COMPLETE AND UTTER *YS* GUIDE TO SOCCER ON THE SPECCY

Footie games, eh? Where'd we be without 'em? There've been hundreds of the blooming things, with more on the way each month, and they always (always! always!) sell like hot cakes (even the ones that are crap). So with the World Cup lining itself up on the horizon, let's join the slightly less-than-enthusiastic JONATHAN DAVIES, as we lead you by the hand into the past, present and future world of the Spectrum soccer game.

Oh dear. How can I start? Um, quite a few phrases spring to mind. Like "They're all the same!" and "No, please, not another one!" and, erm, "Let me out of here!" The problem, you see, is that for every *MicroProse Soccer* or *Matchday 2* there are six or seven *World Cup Carnivals* (US Gold's tragic 1986 attempt at a footie sim) to wade through. And I should know – I've just waded through them all. Quite frankly I wouldn't care if the colour green never darkened my Speccy again. I'm sick as a parrot. So let's just forget all about them, eh?

What? No. You like them? Cripes. *(Better get going on this giant mega-feature thingie then, hadn't you? Ed)* Er, yes. Right. Football.

Well, there are certainly lots of games. And no, they're not all the same. There are in fact a few basic types, and within each of these categories dwell a hundred and one subtle variations. Um, what fun...

It's a game of two halves

That's right, one half management, the other half actually booting the ball around a bit. To kick off with we have the straightforward **arcade simulation**. This you should all be familiar with – a big green pitch (seen from above, or sometimes from the side), the roar of the crowd (well, the 'beep' of the crowd), lots of little men running around kicking the ball, and you up in the air somewhere above it all, doing your best to keep one or two of them (plus the ball) under control. What you don't have to worry about though is what any of the blokes are called, how much they're worth, or any other boring managerial-type stuff. Good examples of this kind of game are *Matchday 2* and *Kick Off*.

The second main sub-division, the **management game**, is a totally different kettle of fish. No footie here at all (as such), apart from the results of various games flashing up on your screen every so often to tell you how you're doing. It's business acumen we're worried about here, with all sorts of weird and wonderful information popping up to confuse you – what your men are called, how tall they are, how skilful they can be and all sorts. A good example of this variety of game is, surprise, surprise, *Football Manager*.

The third, and crappiest, type of footie game is the **pools prediction program**. Now you may get really excited by the prospect of these (I don't know) but I find them so brain-blendingly boring that this is the only mention they'll get here, so enjoy it while you can. (Sorry and all that.)

Actually there's a fourth sub-division I've just remembered too – those games that provide you with an often quite bizarre mixture of action game and management, usually consisting of lots of lists of numbers with slightly dodgy bolt-on arcade bits thrown in. Some of them work quite well, but there's always the odd game that's simply too weird for words – like *Roy Of The Rovers* for example, part arcade adventure of all things and with a badly drawn Roy searching for his kidnapped team!

THE FIRST FOOTIE GAME IN HISTORY

A bit of a tie (almost), but by checking out all my back issues of *YS*, getting hold of various release dates, dismissing the really early stuff that's virtually unrecognisable as Speccy games as we know them today, and consulting with all the experts I could find, it has to be... *Football Manager* from Addictive! That's right, it's the one with mugshots of that cheery bearded bloke all over it *(Kevin Toms actually. Ed)*. Originating in the days of long shorts and over-the-knee footie boots, it sold squillions of copies, mainly because it was released on everything from the ZX81 to the Teefal HY9000 De Luxe Deep Fat Fryer. We didn't stand a chance really.

It was, of course, the first of those dreadful 'management' jobbies, in which you spend the whole time staring at lists of things. Written in 100% Basic, it featured some chronic 'action scenes' and a unique 'customising' feature. (In other words, you could break into the program and do all sorts of despicable things to it.) The punters loved it.

As for the first action game, that's a bit harder. It was probably Artic's *World Cup Football*, the first of the little-people-running-around variety. Unfortunately though it was, to be honest, utterly, utterly terrible. The graphics especially were complete rubbish. It was so bad, in fact, that US Gold decided to use it as the basis for its renowned *World Cup Carnival* game. (Hurrah!) Far better is *Matchday*, which appeared soon after – the first proper, enjoyable footie action game.

RATINGS

Being the tricky things they are, footie games don't quite fit into the usual way we rate our games, so for the purposes of this feature here's a one-off system we've devised that hopefully takes into account all their little (and dearly loved) idiosyncrasies.

Playerbility
Having forked out your dosh and loaded it up, will you be over the moon or sick as a parrot? In other words, is it any cop... or is it utter crap?

At The End Of The Day
...will you still be playing it? Or will it have joined the potato peelings, used tea bags and missives from Reader's Digest in the dustbin?

Kit
Aesthetic appeal, really. Lists of numbers are all very well, but are they decently presented? And if it's an arcade jobbie, are the graphics any good? Especially high marks go to those games with two or more colours used on the players, or a choice of team outfits.

Atmosphere
Is it just like being in the stands at your local ground (apart from getting a bottle smashed across your cranium every ten minutes that is)? Or might you just as well be standing in a queue by the fish counter at Waitrose counting the dandruff on the back of the person in front of you? Here's where to find out!

ALMOST EVERY SOCCER GAME EVER RELEASED (Depressing, isn't it?)

Bobby Charlton's Soccer Dacc
Brian Clough's Football Fortunes CDS
Bryan Robson's Superleague Paul Lamond
Emlyn Hughes' Soccer Audiogenic
European Five-A-Side Football Silverbird
FA Cup Football Virgin
Fighting Soccer Activision
Footballer Of The Year Gremlin
Footballer Of the Year II Gremlin
Football Director D&H
Football Director II D&H
Football Fever Tanglewood
Football Manager Addictive Games
Football Manager II Addictive Games
Four Soccer Sims CodeMasters
Football Frenzy Alternative
Gary Lineker's Superstar Soccer Gremlin
Gary Lineker's Hotshot Gremlin
Gary Lineker's Superskills Gremlin
Gazza's Super Soccer Empire

A FEW HISTORIC FOOTIE GAMES

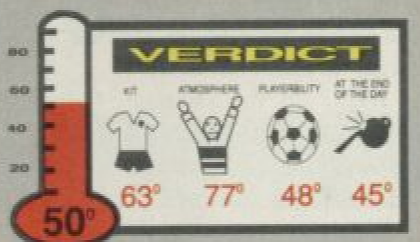


I dunno. What good is an office without a secretary? Those vocabulary words like KISS and GROPE were getting me quite excited...

Football Frenzy Alternative

This one's a bit weird – it was released by Alternative ages ago, and it's a footie adventure game. Ber-limey. Having rescued it from the depths of the *YS* archives and dusted it down a bit I gave it a go. And, lo and behold, it's exactly like every other adventure I've ever played, but with the addition of that all-important footie element. What fun. Being a bit crap at both football games and adventures, you can probably guess what a pig's ear I made of it. Did I get past the first two rooms? (No.) It's got some quite nice piccies though, and I noticed that the vocabulary includes GROPE, KISS, UNDRESS, SOBER UP and HANG, although none of these seemed to have any results with my secretary (Ms Jones).

It's okay I suppose and, dare I say it, quite flash. Not really in the spirit of the traditional footie game though.



Match Day II Ocean

This is generally said to be the fabbest footie game ever, although whether that's saying much isn't for me to decide. It's the sequel to, um, *Match Day* actually, which was the second(ish) arcade-type game to hit the tape-racks. With nice, big sprites and semi-realistic action, *Match Day* brought a whole new meaning to the word 'good'. The two-player feature was one of its major attractions, along with headers and other wacky, innovative moves. There were also a couple of peculiar bugs (something to do with balls getting stuck in goalposts and a funny timer, if my memory serves me correctly).

Match Day II captures the feel of the original, and adds on all kinds of extra features, such as a kick strength meter and much improved ball control. Along the same sort of lines is *International Match Day* for the 128K only, which was released at the launch of the Speccy 128, when 128K-only games seemed pretty hip – oh, those halcyon days. The programmer was Jon Ritman, the gentleman responsible for the first *Batman* game and the brilliant *Head Over Heels*.





Blimey! Look at the size of the sprite's heads! They look more like Cabbage Patch Dolls than footie players!

Football Manager II Addictive

"He has excelled in the creation of this game with his brilliance," remarks the inlay. It is describing, of course, Kevin Toms, and also provides a photo of his majesty for all to marvel at. The game, though, is of the 'lists of numbers' variety, with the dubious benefit of 'match highlights'. It's an update, would you believe, of the original *Football Manager*. The action sequences are a major improvement, thanks to the innovative use of Machine Code, but they get a bit boring after a couple of picoseconds as you just sit there and watch them. The lists are quite interesting too (as lists go), and should keep any number-fan occupied for a while.

For sheer historical accuracy, *FM II* deserves a mention. And it's also pretty good. Its only real problem is that it tries to be a bit of a jack of all trades, with its strategy stuff and flashy graphics. While this might appeal to most people, those who want to stick to one area might fare better looking elsewhere.





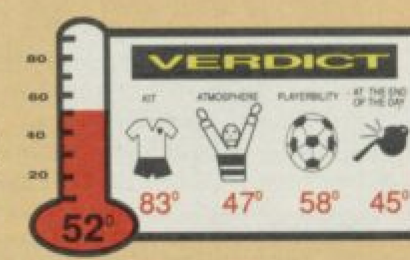
Football Manager - lists, lists and more lists! (The action sequences are pretty useless though.)

Gary Lineker's Superskills Gremlin

This doesn't really fit into any regular footie category. It's one of those dreadful joystick wagglers, I'm afraid. (Remember those? They were quite popular for an unfeasable length of time. Basically you had to, um, 'waggle' your joystick back and forth until a) your hand hurt; b) the joystick broke; or c) you finished the event. Brilliant!) However, some may consider it a welcome break from all those lists and little men running about, so let's take a look.

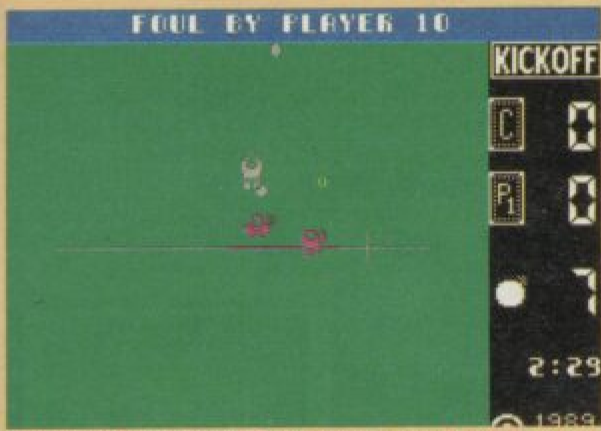
There are millions of 'events' to plod through, all of which have to be played in a certain order. There are all sorts of things, ranging from Monkey Bars, through Squat Thrusts (yikes!) to Jonglerie Avec Balle (but only in the French version). Played individually they'd all be mildly crap, but taken as a whole they're, um, unbelievably crap. This sort of rubbish went out with *Daley Thompson*.

It's a pretty slick piece of work (the graphics are okay, and there's actually some music for a change) but this is hardly a proper footie game. And the poor bloke you control looks more like Clare Rayner than any footballer I've ever seen.





Lumme, you'd never catch me doing this! Buy that man a lager and a packet of pork scratchings!



And what a foul that was! So realistic we even heard it up here in commentary box!

Kick Off Anco

Best known in its 16 bit incarnations, the Speccy version of *Kick Off* (when it finally came out) proved to be quite a scrappy looking affair, with balls that went under the lines and goal markings that simply petered out for no reason whatsoever. But (but! but!) there still remained something to recommend it - the sheer speed with which it moved! There was no way you could accuse this game of slow and stodgy gameplay – the ball flew absolutely everywhere, bouncing around the players (overhead viewpoint, remember?) like the whole pitch was a giant pinball table or something. All of a sudden ninety percent of existing soccer games seemed pedestrian in the extreme. All in all then, it was easy to get into and a lot of fun (especially in two-player mode) but fell foul of some very scrappy graphics.



MicroProse Soccer MicroProse

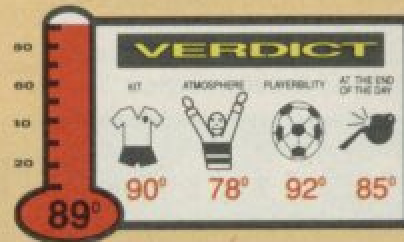
If realism's your thing, *MicroProse Soccer* could well be the footie game for you. It opts for a novel bird's-eye view, and packs in more options than you've probably ever opted for in your life (the 'banana power' being one of my personal favourites). There are all kinds of different sorts of matches to choose from, ranging from American six-a-sides to entire international World Cup things.

The gameplay is pretty complicated too. You can do all sorts of different kicks, like swerves and 'overheads', plus throw-ins, corners and all sorts of other wonderfully fun things. But its real strength is its speed. Boy, does it go – there's none of your usual half-hearted plodding about here, matey. The scrolling's ultra-slick, and sometimes you have to really concentrate hard to keep up with what's going on.

In the 'best Speccy footie game ever' stakes it's a toss-up between this and *Match Day II* really. The choice is yours.



Now we know where Dunc got his idea for *Advanced Lawn Mower Simulator* from!





Giant-headed goalie from the original *Footballer Of The Year* - Billy The Fish, eat your heart out!

Footballer Of The Year 2 Gremlin

One of Dr Marcus Berkmann's favourite games (and he should know – he's reviewed about 80% of the damn things ever covered by *YS*!). A bizarre set-up, half strategy/half arcade game, this second shot at goal from Gremlin dispensed with most of the annoying niggles of the first game (like fourth division teams regularly beating first division ones in the quest for the cup) and added such diversions as international games and nine skill levels to keep your interest going.

So how does it actually work? Well, you play an individual footballer on a quest to gain the coveted 'Footballer Of The Year' accolade, and since you're a striker it's the goals you score that count. In both versions of the game you play Goal Cards to help you score, which then take you into mini arcade sequences – fairly simple in the first game, but the second involves set plays and things which you've got to remember almost American-football style in order to succeed. What's more, it even includes a footie trivia section, with correct answers adding dosh to your coffers. It all sounds very strange, and takes some getting used to, but once you do get the hang of it it's as addictive as anything. Just ask the good doctor...





Brian Clough's Football Fortunes? I'm sorry, but is the title of this game a joke or what!?

Brian Clough's Football Fortunes CDS

"*Brian Clough's Football Fortunes* is a football management computer board game suitable for two to five players." Or so it says on the cover – what more can I say? You get the computer program, a board (which expands out from the size of a postage stamp to that of a small ploughed field), lots of cards, some counters and loads of money. The program takes care of all the boring bits, like rolling the dice and sorting out league tables, and the players do all the slightly less boring bits, like moving counters round the board and shuffling the cards.

The software's a load of crap. It's written in Basic, with useless graphics and, oh horror, the Sinclair character set. It does its job though. It plays just like any other board game really (they're all the same, aren't they, Spec-chums?), except that you occasionally have to press buttons on the computer.

It's okay for soaking up the odd evening now and again, but you really have to like football to get stuck into it. Me, I'll stick to triv games.

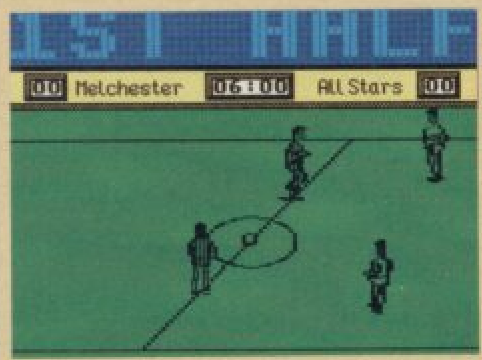




International Manager D&H
International Match Day 128 Ocean
Kenny Dalglish Soccer Manager Cognito
Kick Off Anco
League Challenge Atlantis
Manchester United Krisalis
Match Day Ocean
Match Day 2 Ocean
Mexico '86 Qual-Soft

MicroProse Soccer MicroProse
Peter Beardsley's International Football Grandslam
Peter Shilton's Handball Maradona Grandslam
Player Manager Anco

Premier II E&J
Professional Soccer CRL
Roy Of The Rovers Gremlin
Saint And Greavsie Grandslam
Soccer Boss Alternative
Soccer 7 Cult
Soccer Star Cult
Street Cred Football Players
Street Gang Football CodeMasters
Super Soccer Imagine
The Double Johnson Scanatron
Tracksuit Manager Goliath Games
Two Player Super League D&H
World Cup Carnival US Gold
World Cup Soccer Artic
World Cup Soccer '90 Virgin



Phew! Roy's found the rest of his team (they were down the pub) so the Melchester Rovers 'ground is safe! Hey! Let's do the match right here!

Roy Of The Rovers Gremlin

Here's another oddball that doesn't quite fit into the scheme of things. It's a footie-based arcade adventure, with all that that suggests. Yes, you have to plod round hundreds of screens, collect things and talk to people. There's even a plot – the whole Melchester Rovers team has been kidnapped just before a key fund-raising match. If the money doesn't get raised developers will move in and flatten the ground! What a shame.

There's also a fairly reasonable arcade footie sim tacked onto the end (for the bit where you've managed to rescue the team and then have to take part in the match) which can be practiced without having to play through the adventure bit. It's not what you might call 'state of the art', but it'll do. Bizarrely enough, it's not too bad a package, really – puzzles to solve, balls to kick and absolutely no lists of numbers to worry about.



SO YOU WANT TO WRITE A FOOTIE GAME?

Here are a few features you may wish to incorporate when devising your own 'tuff turf' footie extravaganza...

A celeb, preferably glistening and grinning, with his signature scrawled across the box.

Important-looking statistics, and screenloads of them. These should not only be wholly incomprehensible but, so as to thwart even the most dedicated of punters, boast no underlying logic whatsoever.

Minimal player interaction. Keep him waiting for hours just to 'PRESS ANY KEY'.

A big green box with lots of footballers on it. They all have one.

Tacky adverts round the pitch carrying plugs for your other games.

Disastrous artwork all over the place. Muscles where you never knew they existed.

Free poster and badge that you wouldn't particularly want to stick anywhere (see artwork).

A 'STOP THE TAPE' message half-way through loading. Meanwhile, you've dozed off and the tape runs on to the end.

NAMING YOUR FOOTIE GAME

This is the trickiest part of writing any footie game. Although coming up with a name is fairly easy, the chances are that it's already been used seven times before. To assist with this problem we've designed the *YS* Footie Game Naming System™. Simply pick one word from each column and put them all together to come up with a convincing title.

Gary	Robson's	Advanced	Football	Game
Brian	The Hamster's	Ten-a- Side	Soccer	Simulator
Kevin	Lineker's	Super Footie	Director	Plus
Wayne	Of The Rovers'	Boring	Tracksuit	Manager '90
Darren	Monkhouse's	Quite Good	Pickled Onion	Challenge
Bernadette	Toms'	Strip	Ninja	Footie Quiz

A DIFFERENT PERSPECTIVE ON THINGS

The Overhead View

This features in *MicroProse Soccer*, *Kick Off* and most of the Codies games, among others. It has the advantage that you don't actually get to see the player's faces (only their bald patches) and generally avoids some of the confusion you get in side views when too many players get all tangled in together and you can't quite tell what's going on. You often get a nice 3D view of the ball too, as it flies up into the air and then plummets back down to earth again. And on the minus side? Well, timing headers can get very, very tricky, but more importantly it doesn't always 'feel' quite right somehow. After all, when you watch a game of soccer, you never see it from above, do you?



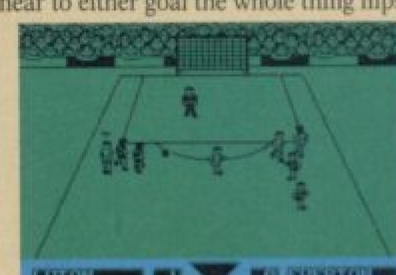
The Side View

A bit common, you get this viewpoint all over the place, but generally it's the most reliable method. It gives a good 'as seen on telly' angle, although things have to be quite well animated for it to work (not always the case) and you do tend to get horrible sprite 'scrums' at key moments.



A Bit Of Both Views

Only spotted occasionally, in things like *Gazza's Super Soccer*, this technique can get very confusing indeed. You get a side view when the ball's in the middle of the pitch, but when you get near to either goal the whole thing flips round to give a sort of overhead/into-the-goal-mouth sort of perspective. All very well, but it gives you a godawful headache after a while.



SOCCER CELEBS THROUGHOUT THE YEARS

Bolt-on celebrities are an absolute must for any self-respecting footie game these days. So we looked for some of the best renditions of our favourite stars. Then we printed these instead...

Gary Lineker
Mum'd be horrified. His nose looks like it's about to fall off, and hasn't anybody ever told him that wearing earrings during the match is dangerous?





Brian Clough
Altogether more successful. The skin-graft from his hand needs further attention though.

Paul 'Gazza' Gascoigne
Er, isn't he meant to be blond? And what happened to the top half of his head?





Roy Of The Rovers
Although pushing 153, he's hardly showing his age at all. Looking a bit chunky though, and in bad need of a nose-job.

AND STILL TO COME...?

This is of course World Cup Year. And what happens in World Cup Year? Yes, hundreds and hundreds of new Speccy soccer games suddenly appear, that's what. There are going to be oodles of them – but how are you going to be able to tell them apart? What you need is a handy-dandy reference sheet to keep score on, isn't it? And – by Jingo! – what have we got here but the very thing! Simply keep reading *YS*, fill in the scores of all the new games in the spaces provided as we print them and 'Bob's your uncle' (as they say)! Now all you need do is take this copy of the mag down the shop with you whenever you intend to buy a footie game. You won't regret it! (Oh, and by the way, we've not included any budget games here – there'll be plenty of those around too. Check out *Matchday* or the Codies' World Cup offering for starters.)



WORLD CUP '90 SCORE CARD

GAME	COMPANY/RELEASE DATE	NOTES	SCORE
Adidas World Championship Football	Ocean – May/June	Programmed by Smart Egg Software, this one has to have a good chance around World Cup time.	....
England – The Official Football Game	Grandslam – May/June	Grandslam has secured the official England licence, meaning it can use the images of all the individual players (say John Barnes, or Bryan Robson). It's also planning a feature which modifies the team's performance if one of these is injured and can't play. Blimey!	....
European Superleague	CDS – June	Another management game to add to the list.	....
Football Manager World Cup Edition	Addictive – any day now	Apparently even better than *Football Manager 2*, it comes with its own World Cup wall chart and a competition with 'prizes' like getting your picture up alongside Kevin Toms on the packaging of the yet-to-come *Football Manager 3*!! Blimey!	....
Italy 1990	US Gold – April	We await US Gold's entry with bated breath. The one thing we're certain of is that it won't be a replay of *World Cup Carnival* (surely?).	....
Golden Boot	Ocean – to be announced	We don't know much about this (including a firm release date) but it's a wacky football game programmed by Ocean France (responsible for *Beach Volley*, which looks less and less likely to ever appear on the Speccy).	....
Kenny Dalglish Soccer Match	Impressions – April	A pretty straight, eight-way scrolling side-view footie game with a Kenny Dalglish licence attached. Again, a full review next issue.	....
Kenny Dalglish Soccer Player	Impressions – end of next year	More in the *Footballer Of the Year* mould (though more arcadey than that apparently), this new Kenny game follows the fortunes of an individual player trying to make it into a team and then on and upwards from there.	....
Kick Off 2	Anco – May	Hopefully a souped-up, less scrappily presented version of the original Spectrum game (on compilation now, though it was only released a few months ago).	....
Liverpool – The Official Football Game	Grandslam – April	The first of the two 'official' Liverpool games, this one gets to use the images of the various players...	....
Liverpool FC	Ocean – September	...while this one uses the official team badge and colours.	....
Manchester United	Krisalis – any day now	Another game sponsored by a team as opposed to an individual player, we'll have a full review next issue.	....
Player Manager	Anco – July	Like a sort of cross between *Kick Off* and a management game, this was a massive hit on the 16-bit machines recently and deservedly so. Will it do the same on the Speccy?	....
Subbuteo	Goliath – May/June	Based not on football itself so much as the popular 'flick-to-kick' table-top game. Will we see giant fingers reach down onto the pitch? You'll have to wait and see! (Again.)	....
Super League Manager	Audiogenic – May	Audiogenic's first Emlyn Hughes game got a critical drubbing from Marcus (and then went on to sell by the lorry-load of course). How will this management offering fare?	....
Superleague Soccer	Impressions – out now	A pretty basic management game by all accounts. Again we'll be having a look at it next month.	....
Vinnie Jones	Again Again – September	Too late for the World Cup, this will in fact sell on the 'merits' of soccer hard-man Vinnie himself. We can hardly wait.	....
World Cup Soccer Italia'90	Virgin – May	And last, but by no means least, it's Virgin's game, the only one officially sponsored by the World Cup tournament itself. Hurrah!	....

YS ADVE

Graeme Bell lives in Bletchley, but that's the least of his problems. He asks me to print his name because last time it was mentioned no-one saw it. He also asks me to mention Paul Hiles. Good grief, what do you think this is, *Jim'll Fix It*?? Get on with it... adventures, man, that's what we're here for.

"Has anybody out there got a copy of *Rigel's Revenge*, *Serf's Tale*, *Gnome Ranger* or *Ingrid's Back* that they've finished with (tape or disk in the case of the last two)?" I'd have thought Level 9 might just have copies of those last two, Graeme. Bet you never thought of asking them! As for the others, they're harder to come by so anyone who's finished with their copies, please write to Graeme at 3 Carnoustie Grove, Bletchley, Milton Keynes, Bucks MK3 7RP. Finally Graeme suggests anyone playing *Behind Closed Doors* should try to CATCH ANT, or input certain naughty-type rude words with four letters. I can't think what words those could be, and I'm sure my innocent readers can't either.

Someone who's got a lot of Dutch courage is **Serge Royinga**, who lives in Dutchland and wants to start a Dutch adventure helpline as he thinks there are lots of Dutch adventurers who read *YS*. There are indeed, and lots of them write to me regularly. From now on they can write to Serge as well at Stationsstraat 30, 8601 GE Sneek, Holland.

Serge offers some tips to readers everywhere. In *Mountains Of Ket*, to find a map you have to go to the cartographer and then go up. In *Lords Of Time*, when you fall into the pit try giving some leaves to the brontosaurus (and when you get out you'll be needing a mirror). In *Pharoah's Tomb*, you get blocked by a rock, so get the matches, go north, pull the rock, go in, drop the matches and go east. If you take the matches with you they'll burn.

More blasts from the past, these being played by **Simon Johnson** at 29 Langford Way, Kingswood, Bristol BS15 2PD. Can anyone help, as my files don't quite go back to the dark ages, like these games do? One is *Dome Trooper*, for which Simon'd like to know what to say to the man at the end of the game when he asks you to shout a code at him. T'other ancient game is *The Code*, first published in 1984 when our youthful editor was only knee-high to a dung beetle. Simon wants any help at all on this one, as the sudden death routines are a pain in the botty and preventing him getting anywhere. He particularly wants to know the meaning of the clue you're given – 2C ONLY SEVEN PLANETS.

A trillion thanks to **Philip Squiggly-Name** (**Early**?) of Eastbourne, for sending in his hand-carved solution to *The Bard's Tale*, which has been placed under lock and key for future generations to consult. Philip now can't wait to get his mitts on the follow-up.

Any news, he asks? No comment, is the latest comment from Electronic Arts. Phil and others asked for the answer to the Magic Mouth – RETSINIS. Which sounds like a Greek drink but it's just the usual backwards writing.

Fred Maughan has been blessed with the same surname as our beloved T'zer, but does he have her charm, her good looks, her wit, her ability to sign pay-cheques? Probably not, but I'll answer his questions anyway. In *Lifeboat*, he says he's got all the ingredients for the magic brew, but can't get them into the pot. Try LIAP NI REDIPS TUP. And so on for all the other ingredients. To get the key from the blacksmith in Matchmaker you first SSARB EVIG, then SEYE KNILB.

Timothy Hendra of Glanamann says it's the first time he's written to me, so can I help him out? First or 101st, Tim, doesn't matter, just enclose the sae and I'll write back and tell you I don't know the answers to your questions. Well, sometimes I know, like how to get the money from the chest in *Inspector Flukeit* –

One game I'm looking forward to having a peek at is the new title from FSF Adventures, *Starship Quest*. It's by the same author who wrote *Magnetic Moon*, Larry Horsfield. I reviewed that one recently and gave it a better-than-average 6/10, but I have to say that wasn't good enough for some folks, who rated it as one of the best adventures ever released since the dawn of civilisation (ie when *YS* was first published). Bear in mind, then, that *Magnetic Moon* definitely has its avid fans.

Readers who ask about 128K games should check out *Starship Quest*, as it comes in 48K and 128K versions, with the 128K game having a vast amount of gameplay – the solution runs to four closely-typed single-spaced A4 pages! It's another space saga, so ideal for sci-fi freaks and Trekkies everywhere, and it costs just £2.50. The price of *Magnetic Moon* has also been reduced to the same amount, and the two together cost £4.50. Don't forget to say which version you want though. Larry Horsfield tells me he's sold more 128K copies of his first game than 48K ones. What can we learn from this? Ask him, not me – FSF Adventures, 40 Harvey Gardens, London SE7 8AJ.

I'd been hoping to review Topologika's *Avon* before now, but, as usual, space is the final frontier. There's never enough of it. *Avon*'s a +3 text-only game written round the works of Shakespeare, but you really don't need to know them thoroughly in order to succeed. They're used more for inspiration and atmosphere. It sounds like it could be a pretty boring adventure, but it's far from that, judging by the bit of it I've seen so far. Those who want a game that's only available on the +3, to allow them to swank, should seriously think about *Avon*. It's not often you get the chance to play a game on the Speccy that's the same on all those posh-jobs like the PC, Amstrad PCW and even the Archimedes!

You also get a rewritten and expanded version of an earlier title, *Murdac*, on the other side. No space wasted. There's full packaging, a hints sheet, on-line help and even a free picture postcard of Stratford-upon-Avon. Coo! This bumper bundle costs £14.95 from Topologika, PO Box 39, Stilton, Peterborough PE7 3RL.

NTURES

by MIKE GERRARD





NAMECILOP A KSA. And where are the gloves in *Serf's Tale*? YNA T'NERA EREHT.

David Nicholls of Woodlands in Liverpool forgot the sae and asked six million questions. No room to answer them all here, but I've help sheets on some of them if you send in that sae, David. Meanwhile, on *Rebel Planet*, how to get past the creature outside the cave on the tunda – MUESUM EHT MORF ENOB EHT ESU. And what does the shadow want when it asks "Where's the zeven?" FFATS EHT.

Some tips are about to come your way, courtesy of **Paul Davies** of Aberdare. Funny, I thought he played for Arsenal. Nope, he's been playing *Skelvullyn Twine* instead of footie, and says the passwords you need are very literary. For Book Two it's EKALB MAILLIW, and for Book Three it's YDRAH SAMOHT. In *Souls Of Darkon*, to get your sword repaired HTIMSKCALB OT NIOC EVIG. In *Temple Of Terror*, to kill the torturer NOIPROCS A WORHT. Some general advice on *Bulbo And The Lizard King* – you'll have to think twice to kill Stratos. Remember that hate can kill and the power of the mind can defeat evil.

Finally, loadsareaders are having loadsaprobs on that Megagame known as *Retarded Creatures And Caverns*. Some wonder what to do when you've climbed into the pouch and can't see a thing... then get arrested a few moves later. What a poser. Mmm, maybe it's a posing pouch? The answer is DNUORA LEEF. The next most common question is how to deal with the eagle, which is not surprising as you can't do that 'til you've sorted out the pouch problem. That's the key to helping our fine feathered friend.

And on that note, B'DOING (f-sharp if I'm not mistaken), I shall pack my sandwiches into my sack, light my lantern, scratch my scrolls, brandish my weapon and boldly head out into the streets... Why, hello, officer, and how are you today? (Coming next month – Mike Gerrard Adventure Special from Wormwood Scrubs.)

Out soon from Compass Software will be a series of adventures going under the general title of *Digi Scan*. They'll be smaller in scale than usual, more like short stories, with 20 or 30 locations, lots of problems (just for a change) and loads of instantly drawn digitised graphics. Plus the whole thing's been done on *PAWS*. Watch out for the first two, *The Blood Of Smeagol* and *Night Walker*.

And those of you who've struggled through all three adventures making up the *Demon From The Darkside* trilogy will be delighted to know that you've now got to start all over again. Compass has just released *Shadows Of The Past*, a fourth game which throws you right back to the start, only this time the evil Drakon is all ready and waiting for you. The new 'un costs a very friendly £1.99 so scribble away to Compass Software, 111 Mill Rd, Cobholm, Gt Yarmouth, Norfolk NR31 0BB.

I've been sniffing around at Companies House and got copies of the last sets of accounts filed by the Adventurers Club Ltd. These only go up to 30th June 1988, but the club's income is way, way below what you'd expect, if the organiser's claim to have had more than 3,000 members is true. Not unless they were all only paying £5 each, and never ordering any software. Looks to me like someone was a little 'economical with the truth' with that membership claim – the figures would suggest a few hundred members at most. Your comments please, Mr Mueller? I'd be happy to print them, now you're deigning to speak to the world again.

CRACK CITY

It's taken a lo-o-o-o-ong time for this game to make it to a commercial release, as I first saw it umpteen moons ago when author Garry Cappucinni sent it in for review. Gary was planning to publish it himself under the awful title of '*Snap*', the first in a proposed trilogy. The other two were to be called – you guessed it – '*Crackle*' and '*Pop*'. I sent it back for the unusual reason that I thought it was simply too good! Too good to be wasted by trying to sell it himself and maybe only flogging a few copies, when he ought to be getting on with writing the sequels. I suggested he get a software house to publish it – and that he change the title. So here it is, published by Zenobi Software as *Crack City*, the first part of the *Snow Dogs Trilogy*. A vast improvement on *Snap*!

The game takes place in the near future, with you playing the part of a secret agent in the Secret Intelligence Foundation. The setting is New Washington, a city built to support Washington's increasing administration side and the north-east USA's ever-growing population. As a result of a Mafia drugs operation which is being uncovered, you've been called back from your holiday in the Maldives. And I wish I had a fiver for every secret agent who's been called back from holiday in order to star in an adventure game! But that's the only cliché, the rest is fresh and well thought-out.

In fact, you get to choose which of three secret agents you want to be. There's Mick Hammelford, who scores well on the shooting range but will never be heavyweight champeen of the world; Louis Chorbenski, a Polish giant whose brain rattles about in his head like a pea in a whistle; and finally Ed Macpherson, who's English and a general all-round good egg.

Crack City was written using *PAWS*, but you'll never believe it when you see the screen layout, with its changing graphics, icons, complex status line and loads of other features. It'll give *PAWS* users heart attacks as they try to figure out how it's been done. In the graphics section at the top of the screen there's more information than you'll find in the average MI5 Filofax. If there had only been the 3D perspective graphic of each location that would have been impressive enough, but that takes up a small portion of the screen and is surrounded by other information.

On the left a series of icons shows the available exits in white, or grey if not currently available. This changes if you find a secret exit by searching around. The faces shown also change, as characters appear and disappear in the same location as yourself – nurses, policemen and even Dwight, your faithful assistant, who's given to wandering in and out looking lost 'til you tell him to stick with you. Oh yes, you can talk to all these characters as well, although that's subject to the usual problems that speech in an adventure throws up. A lot of people spend a lot of time saying "Hi" to each other.

On the right a section is given over to the objects you're carrying, showing how close you are to the maximum permitted in your hands, your pocket, your wallet and so on. This isn't just a gimmick, as it does help if you look at them to see if you can pick up one more object, or need to put something down first.

Below this little lot is the status line, showing the time of day, your cash, skill level, SIF rating, mortality level, score and number of turns taken. Again, they're not just put there for show, most are an integral part of the game – if it's night you'll need to sleep, if your mortality level's low and your turns are increasing, watch out.

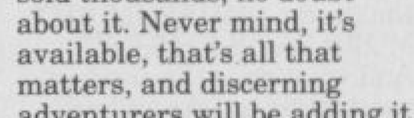
It helps to have these things permanently visible on the screen, rather than have to keep typing separate commands for each one. You'd spend so much time checking on your status you'd never find time to do anything! And if you're worried that all this stuff is bound to slow the game down, then think again. Everything appears almost instantly, and that includes the graphics. Half a second and they're there, a testament to the programmer, to *PAWS* and to the good old Spectrum. If, however, you don't want all this stuff, you can just as easily switch it all off and play *Crack City* as a straight text adventure, with all the sophisticated commands that *PAWS* allows, like multiple inputs, OOPS, RAMSAVE and so on.



But what of the gameplay itself? Well, inevitably with all these memory-hungry features, it doesn't have the depth of a Dungeon Adventure, let's be honest. But the author's done his best to make the problems more complex, and that works better in a game with fewer locations. Your first task is to find something to eat, which means not being distracted by each and every problem you'll encounter near the start – get out there and find something to munch! I did get a bit annoyed when I kept dying of hunger, but it's a sign of how engrossing the game is that although I thought it was happening every few moves, in fact I'd taken 78 turns on one occasion and not realised it. My score slowly improved too. First a shameful 2%... then 7%... then 12%.... a reason to keep playing.

Not that you'll need much reason to keep playing *Crack City* – you'll play it because you want to. The game is quite simply brilliant, and puts most home-grown adventures to shame. A few years ago it would have been snapped up by someone like Mastertronic or Firebird and sold thousands, no doubt about it. Never mind, it's available, that's all that matters, and discerning adventurers will be adding it to their collections without delay.

Title..................*Crack City*
Price..........................£2.49
Publisher................Zenobi Software 26 Spotland Tops, Cutgate, Rochdale Lancs OL12 7NX



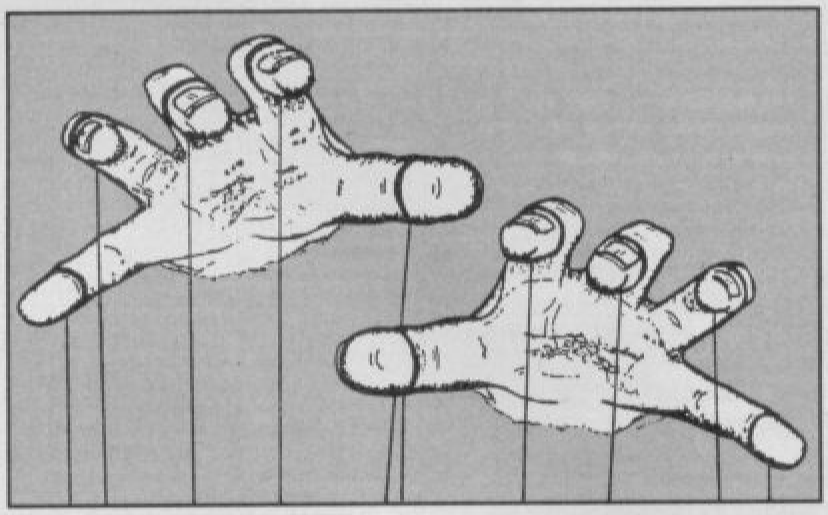

BRITAIN'S BIGGEST SELLING SPORTS HIT
... IS ABOUT TO HIT THE WORLD ...
FOOTBALL MANAGER
World Cup Edition
1990
In 1982, Kevin Toms wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game. Football Manager 2 has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans but creating new ones.
With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them a game that will better the best.
Kevin Toms.
Free
WORLD CUP EDITION WALL CHART WITH EVERY GAME.
Keep up to date during the World Cup this summer with your own special Football Manager Wall Chart.
WIN FABULOUS PRIZES IN OUR WORLD CUP COMPETITION
Prizes include: • Your picture with Kevin Toms on the packaging of Football Manager 3. • Holiday Tickets of your choice. • Signed Footballs.
Available soon on:-
Spectrum 48/128K Tape £9.99
Spectrum +3 Disk £14.99
CBM 64/128 Tape £9.99
CBM 64/128 Disk £14.99
Amstrad CPC Tape £9.99
Amstrad CPC Disk £14.99
MSX £9.99
Atari ST £19.99 Amiga £19.99
PC 5¼" £19.99 PC 3½" £19.99
Addictive
LIVE THAT DREAM
"I have been studying football tactics and interviewing professional managers. This new game will bring you the results – more tactical management, more realism, and more playability. I've done my best to give you the most entertaining game possible."
Good Luck
Prism Leisure Corporation Plc, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.


TOP QUALITY GAMES
COMBAT SCHOOL
MATCH DAY
SPECTRUM AND AMSTRAD ONLY
ARKANOID
TAITO
ALSO ON MSX, BBC AND ATARI 800
MIAMI VICE
PLATOON
The first casualty of war is innocence.
The Hit Squad
SUPER HANG-ON
WONDER BOY
SEGA
SEGA
QUARTET
AVAILABLE FOR:
SPECTRUM
COMMODORE
AMSTRAD
£2.99 EACH
AT ROCK BOTTOM PRICES
HIT NAMES · HIT GAMES
HIT SQUAD

JOHN AND HELEN GET INTER-ACTIVE

Adventure-writing utilities are terrific programs, but the wonderful things they can do aren't always that easy to discover – not without a lot of head-scratching, late nights, muttering and mistake-making along the way. It's a lot more simple if you've got an expert to help you, someone who's good enough to share their own secrets with you. Such a wonderfully warm and kind-hearted human bean is Mark Cantrell, author of that marvellous game, *Diablo!*

Mark's sent me the following article explaining how you can have more than one main character in your *PAW*'d adventure, and switch control of the game between them. So over to Mark...



The following routines will allow an adventure to use a number of characters which the player can switch between at any point in the game, as seen in commercial releases like *Runestone* and *Terrors Of Trantoss*. When not controlled by the player, such a character could become a normal PSI (Pseudo-Intelligent Character).

This first routine will simply show you how to switch between two characters, John and Helen. In this example, the PSIs are entered in the object table as objects – John is the first entry, Helen the second. Their nouns should be entered below 50 in the noun table, and also entered in the object words table.

RESPONSE:
CONTROL JOHN
EQ 13 10; check controlling John already?
SYSMESS 87; then say so
DONE; finish the command
CONTROL JOHN
NOTZERO 14; is he dead?
SYSMESS 88; then say so
DONE
CONTROL JOHN
PROCESS 6; call primary exchange routine
DONE
CONTROL HELEN
EQ 13 20; controlling her already?
SYSMESS 87; then say so
DONE
CONTROL HELEN
NOTZERO 15; is she dead?
SYSMESS 89; then say so
DONE
CONTROL HELEN
PROCESS 6; switch to primary exchange routine
DONE; finish response section
CONTROL _
SYSMESS 90 DONE; prints "Control who?" if noun is not HELEN or JOHN

The above section of the routine establishes the player's ability to change characters. Each character will need the three lines. The first checks that the player is not already controlling that character, and if he is then a message is printed to say so (message 87). The second line checks that the particular character is alive, and if they're not then the player will be told he cannot take control because that character is dead (messages 88/89). The third line calls the first section of the exchange routine... of which more in a mo'.

The last line merely asks the player which character he wishes to assume if he has failed to specify one, mis-typed the name or typed the name of a character they cannot control. Since characters can die in most adventures and since with this routine the game need not come to an end until all the player characters are dead, then the player must not be able to enter commands when in control of a dead character. Of course in a small example such as this, with just two characters, the game can simply put the player in control of the surviving PSI. When using more than two characters the following lines will be needed...

RESPONSE:
* *0
EQ 13 10; in control of John?
NOTZERO 14; is he dead?
NOTEQ 33 x; verb is not CONTROL
SYSMESS 88; "He is dead."
DONE; exit the table
* *1
EQ 13 20; controlling Helen?
NOTZERO 15; is she dead?
NOTEQ 33 x; verb is not CONTROL
SYSMESS 89; "She is dead."
DONE; exit the table



These entries intercept any command made which is not CONTROL. *PAWS* will still be taking its turn at the game, which means that while you are dead game time will still be passing for other characters. Once the character is dead you may want to move it into an empty room, otherwise you'll find the game printing reports of a character's movements to you when it's supposed to be six feet under!

FLAGS:
11: John's room
12: Helen's room
13: character indicator
14: John dead?
15: Helen dead?
61: indicate changing characters
62: dump/collect worn or carried objects

SYSTEM MESSAGES:
87: "You are already controlling that person!"
88: "John is dead."
89: "Helen is dead."
90: "Control who?"

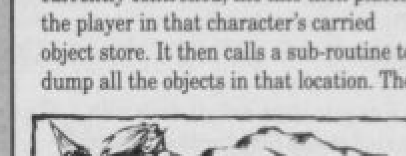
ROOMS:
4: John's carried objects store
5: John's worn object store
6: Helen's carried object store
7: Helen's worn object store

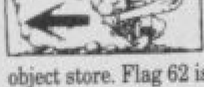
The next section of the routine, the primary exchange section, begins the process of changing characters. Each character must have one line associated with it for each of the other characters. So, for example, if the game has four characters then there must be three of these lines per character...

PROCESS SIX:
CONTROL JOHN EQ 13 20; controlling Helen?
GOTO 6
PROCESS 7; dump Helen's carried objects
GOTO 7
SET 62; set to worn objects
PROCESS 7; dump Helen's worn objects
SET 61; indicate changing character
LET 16 10; set control to John
CLEAR 62; reset to carried objects
CONTROL HELEN
EQ 13 20; controlling John?
GOTO 4
PROCESS 7; dump John's carried objects
GOTO 5
SET 62
PROCESS 7; dump John's worn objects
SET 61; indicate changing character
LET 13 20; change to Helen
CLEAR 62; reset to carried objects

The above lines form the primary exchange routine. The routine checks which character the player is controlling by using the EQ 13 'condact'. The routine must determine which character is being controlled so that the objects can be properly dealt with, hence there being one entry for each of the other characters, as mentioned.

Having determined which character is currently controlled, the line then places the player in that character's carried object store. It then calls a sub-routine to dump all the objects in that location. The





routine then sends the player to that character's worn object store. Flag 62 is set to indicate that worn objects must be dumped or collected, depending on which part of the exchange routine called it, then the dumping routine is called once more.

Now Flag 61 is set, which will ensure that the secondary exchange routine is active in Process Two and also tell the dumping routine to collect objects instead. Flag 13 is then set to 20 to indicate that the new character has been selected, and Flag 62 is cleared to indicate that the second part of the routine must collect objects that should be carried.

PROCESS SEVEN:

```
* *
ZERO 62; move carried objects?
ZERO 61; dumping objects?
DOALL 254; scan for carried objects
* *
ZERO 62; as above
ZERO 61; as above
PUTO 255; place objects in current
location
DONE; repeat or end loop
* *
NOTZERO 62; move worn objects?
ZERO 61; as above
DOALL 253; scan for worn objects
* *
NOTZERO 62; as above
ZERO 61; as above
PUTO 255; put all objects in current
location
DONE; repeat or end loop
```

The above lines deal with dumping objects and this is the section which is active when called from the primary exchange routine. The lines look at which objects are being dumped, either carried or worn (ie Flag 62 set or clear), and establishes a DOALL loop in the relevant location – room 254 for the player's carried objects and 253 for the player's worn objects.

The next line then processes the objects discovered by the DOALL loop, checks for the correct type (ie carried or worn) and then places the objects that have been found into the current location (255) which would be the relevant object store. The DONE 'conduct' continues the loop or exits it if no other objects are found.

PROCESS SEVEN:

```
_ _
ZERO 62; move carried objects?
NOTZERO 61; collecting objects?
DOALL 255; scan for objects in location

_ _
ZERO 62; as above
NOTZERO 61; as above
PUTO 254; place objects in carried room
DONE; finish loop

_ _
NOTZERO 62; move worn objects?
NOTZERO 61; as above
DOALL 255; scan for objects in location

_ _
NOTZERO 62; as above
NOTZERO 61; as above
PUTO 253; place objects in 'worn' room
DONE; finish loop
```

The next part of the routine deals with collecting objects from the newly assumed character's store rooms and placing them in the player's inventory rooms (253 and 254). It works in the same way as the first four lines, but the DOALL loop looks for objects in the player's position, the object store rooms, and places them in the inventory. These lines could be separated into two sub-routines, but bear in mind that each process table has an overhead of 12 bytes. The secondary exchange routine is entered in Process Two...

PROCESS TWO:

```
* *
EQ 13 10; now controlling John?
NOTZERO 61; collecting objects?
GOTO 4
PROCESS 7; collect carried objects
GOTO 5
SET 62; indicate worn objects
PROCESS 7; move worn objects
CLEAR 62
CLEAR 61; reset exchange flags
COPYFF 11 38; put player in new location
DESTROY 1; remove character object
DESC; describes the new location
* *
EQ 13 20 NOTZERO 61 GOTO 6
PROCESS 7 GOTO 7 SET 62 PROCESS 7
CLEAR 62 CLEAR 61COPYFF 12 38
DESTROY 2 DESC; as above but for Helen
JOHN
* *
EQ 13 10; controlling John?
ZERO 14; is he alive?
COPYFF 38 11; update PSI's position flag
* *
EQ 13 20 ZERO 15 COPYFF 38 12; as
above but for Helen
```

The first two lines of this routine take care of collecting the character's objects and placing them into the player's inventory. It is essentially the opposite process to dumping the old character's objects. It then places the player in the location previously occupied by the new character as a PSI and removes the character as an object. It then describes the location.

The next two lines maintain the position of the character by updating the character's location flag so that it may be placed at its location correctly when the player assumes another character.

Finally, Process One must have a couple of lines to move the PSIs and keep the object in the same place that its location flag indicates...

PROCESS ONE:

```
* *
NOTEQ 13 10; not controlling John?
ZERO 14; is he alive?
COPYFO 11 1; place object at specified
location
* *
NOTEQ 13 20 ZERO 15 COPYFO 12 2; as
above but for Helen
```

This routine is merely the bare bones. You may want to provide your characters with some attributes, such as morale, strength, stamina etc, in which case each PSI could have its own store flags to hold these values and be exchanged between such flags and some work flags whenever the player assumed control of another character. In that way, one set of processes could be used upon the attribute flags for all characters when under player control rather than a separate process for each.

If any of the above is not clear, contact Mark at 112 Upperwoodlands Road, Bradford BD8 9JE. He won't be able to answer each and every *PAWS* question, so don't inundate him with all your programming queries.

KET KORNERED

A lot of you have been asking me questions lately about *Mountains Of Ket*. Which is all very well, but even I've had trouble with a handful of them. Hard to believe, dear hearts, I know, but true. So, lo and behold, who should come charging to my rescue but that solver supremo Tom Frost. And here's his solution...

N, GET CHAIN, S, S and hear "TALPS" (if not, go S-N-S until you do). E, E, N, N, BUY AXE, S, S, S, CHOP LOG, GET LOGS, N, N, E, N, GIVE LOGS, READ MAP, S, DROP MAP, W, N, SELL AXE, BUY POTION AND LAMP, DRINK POTION, S, S, W, BUY AND RIDE HORSE, E, S, E, N, N, E, E, GET DICE, W, S, E, E, GET BEARD, DISMOUNT HORSE, LIGHT LAMP, S, W, GET FOOD, E, S, W, FEED DOG, GET DOG, E, N, TIE DOG, DROP BEARD AND DICE, S, E, GET WAND, W, N, E, E, SAY POLO, E, GET AND READ GAZETTE, W, S, SAY TALPS, S, GET BOTTLE, D, FILL BOTTLE, S, GIVE GAZETTE, N, U, N, N, W, DROP GOLD, DROP BOTTLE AND SWORD, GET DICE, E, S, S, S, S, S, <u>SAVE</u>, PLAY DICE, Y (press any key and if dice game lost then LOAD and play again 'til won).

N, N, N, N, W, DROP DICE, GET BOTTLE, E, E, SAY POLO, E, S, S, U, POUR OIL, OPEN DOOR, W, W, <u>SAVE</u>, N and fight. Don't take the escape option. If you lose a lot of energy points then LOAD and go through fight sequence again.

GET RING, S, D, GET CLOAK, U, E, OPEN DOOR, E, D, W, GET NECKLACE, E, N, N, W, W, DROP RING AND NECKLACE, DROP CLOAK, E, E, SAY POLO, E, E, S, FILL BOTTLE, GET DIAMOND, <u>SAVE</u>, N and fight. As before, LOAD and fight again if you lose energy points.

W, S, S, U, OPEN DOOR, W, W, D, S, <u>SAVE</u>. In any fight with the dragon, take the first possible escape option then take the appropriate direction. E, S, S, S, DRINK ELIXIR, S, GET HAT, N, N, N, N, GET BRACELET, S, W and if energy level is now unacceptable just LOAD and try again from last SAVE position.

N, U, E, OPEN DOOR, E, D, N, N, W, W, DROP BRACELET AND DIAMOND, DROP BOTTLE, WEAR HAT, GET AND WEAR CLOAK, GET AND WEAR BEARD, S, S, S, GET ARMOUR, N, N, N, DROP BEARD, DROP HAT AND CLOAK, GET AND WEAR RING, WEAR ARMOUR, S, S, DROP LAMP, S, D and Y if you wish to load the next part.

GENERAL NOTES

- For foreign adventures, a Polo is an English mint sweet, so you must SAY POLO at the mint wall.
- Do not initiate a fight with anybody or anything.
- It's possible to accumulate a high energy level to carry forward to the next adventure in the trilogy, *Temple Of Vran*.
- You will drown at the lake if you carry too many items.
- The effect of the elixir is only just sufficient for the moves indicated.
- Any items that are dropped and then taken by the rats are found in the maze.
- There's no apparent method of ensuring a victory in the dice game with the ogre.
- TALPS is merely "SPLAT" spelt backwards, *Splat* being an earlier arcade game from the same publishers, Incentive.

LOOK AT THESE TWIN GLOBALS!

Yet again, the mega-stupendous *YS* has come up with an exclusive adventure-type offer for its lucky old readers. Nowhere else in the entire known universe, not even in the blackest black hole way off in the farthest-flung corner of the galaxy (the corner where the dust all gathers), will you be able to get your hands on these two-for-one tapes from Global Games.

Global's the company that's run by William Young, he of Spectrum Adventure Exchange Club fame, and wee Wullie from Bonnie Scotland is offering *YS* readers the chance to buy two of his adventures for just £1.99, including postage. Or four for, erm, £3.98. Or if you're feeling really rich you can get all six for... gosh... oh, about... three twos is six, less... about £5.97. Clip the pretty little coupon toot sweet, bargain-hunters.

If you want to know a smidgeon more about the games, then *Number 6* is based on the cult TV series *The Prisoner*; *Virus* is a Dr Goo adventure well reviewed in the past; and *Once Upon A Lily Pad* is a chucklesome little tale of life as a frog.

TO: Dept *YS*, Global Games, 4 Kilmartin Lane, Carluke, Lanarkshire, Scotland ML8 5RT.

FROM:

Name ....

Address ....

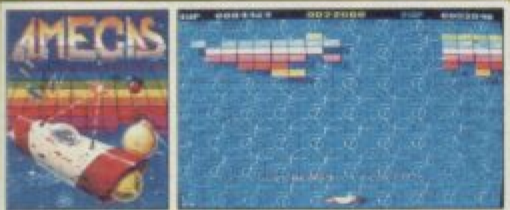
....

.... Post Code ....

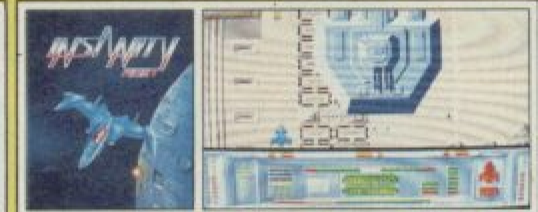
I enclose my cheque/PO/money order for £............ for the following Speccytrum tapes which I have ticked at £1.99 each.

- ❑ Tape One: *Number 6: In The Village/Once Upon a Lily*
- ❑ Tape Two: *Dark Storm/Virus*
- ❑ Tape Three: *The Limehouse Mystery/Survivor*

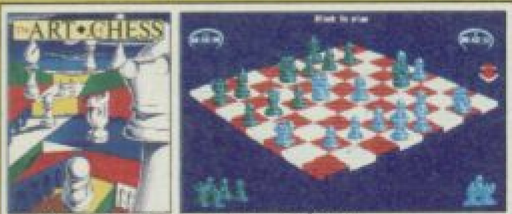
FREE! TENSTAR PACK WORTH OVER £229!



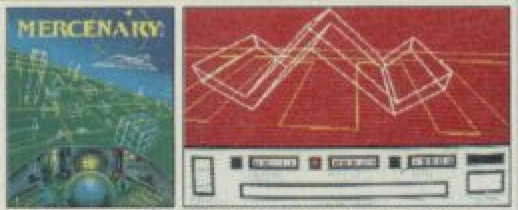
FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



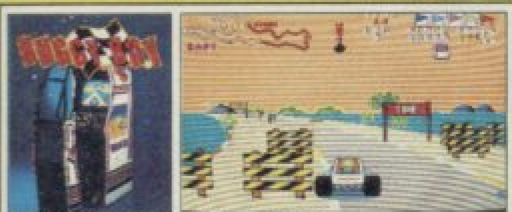
FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

Commodore AMIGA



£346.95 +VAT= £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	**£399**

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	**£649**

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
	£229.50

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: *MON-SAT 9am - 5.30pm* ***LATE NIGHT:*** *FRIDAY 9am - 7pm*

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: *MON-SAT 9.30am - 6.00pm* ***LATE NIGHT:*** *NONE*

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: *MON-SAT 9am - 6.00pm* ***LATE NIGHT:*** *THURSDAY 9am - 8pm*

To: Silica Shop Ltd, Dept 22-YOURS-0690, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

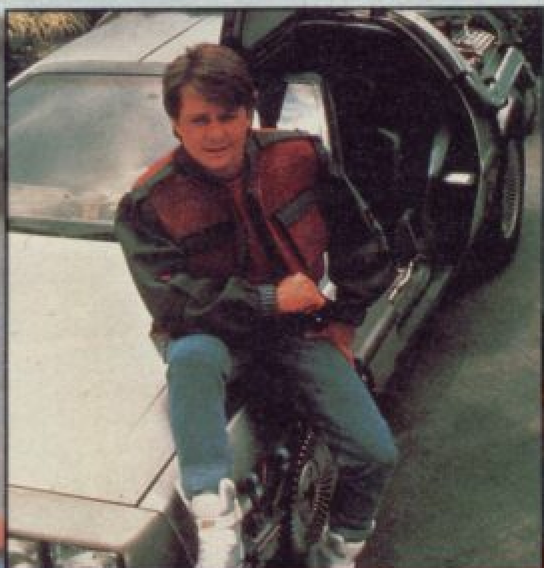
Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

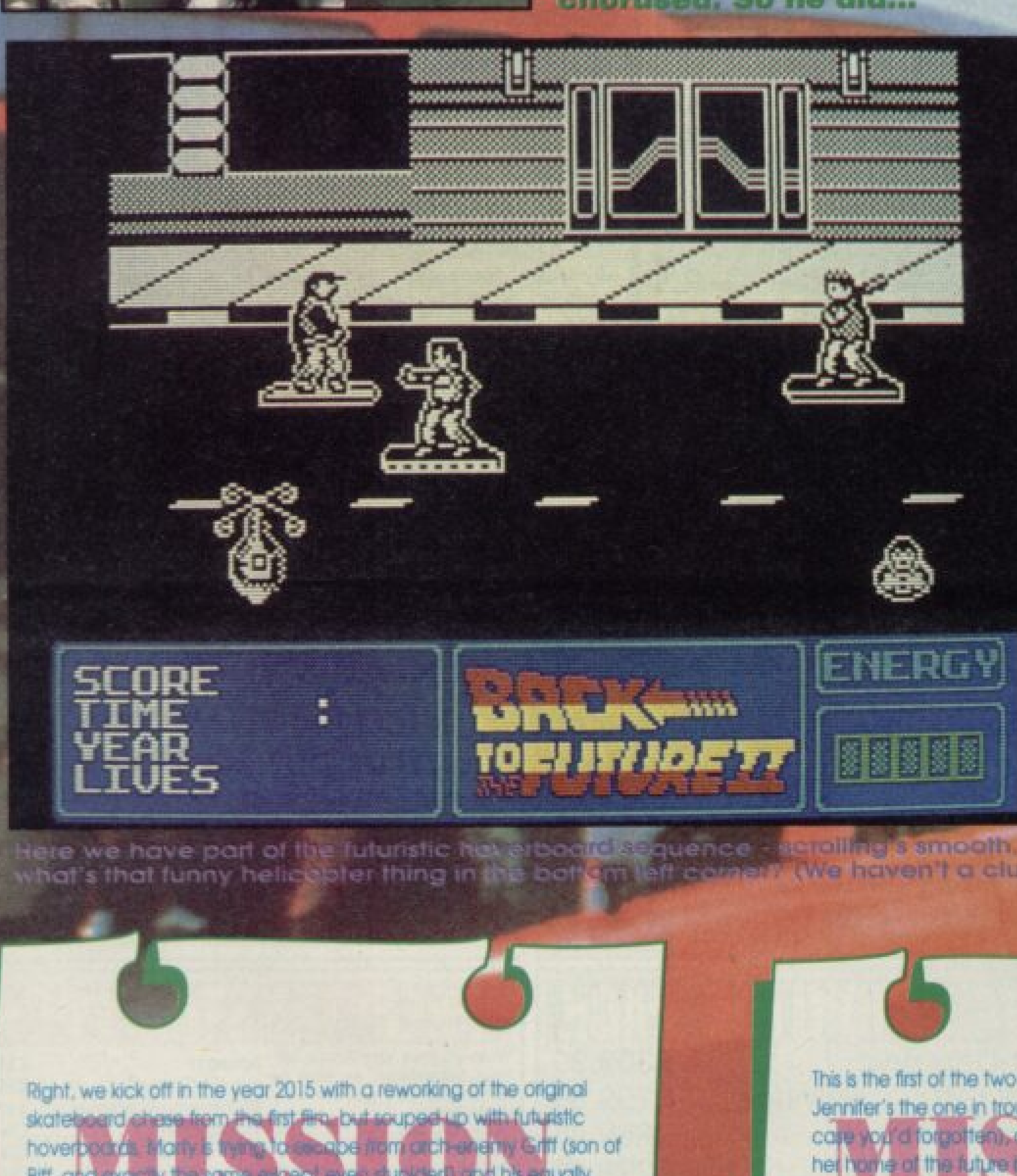
Postcode: .... Dept

Do you already own a computer
If so, which one do you own?

BACK TO THE



"So who went to see *Back To The Future II* then?" asked Matt for the fifth time in one morning. Everyone sniggered and shook their heads in unison. (It wasn't that they hadn't seen it as such, just that they couldn't for the life of them remember what it was meant to be about!) Just then JONATHAN DAVIES walked in, rubbing his eyes. "Um, I did," he admitted inadvisably. "Hah! In that case you can do the preview of the Imageworks Speccy version!" the office chorused. So he did...



Here we have part of the futuristic hoverboard sequence – scrolling's smooth, but what's that funny helicopter thing in the bottom left corner? (We haven't a clue!)

Let's start with the same question, eh? Hands up those of you who've seen *Back To The Future II*. Hmm. Quite a lot. Now hands up the ones who can remember what it was all about! Aha! Just as I thought. Sure, it was a lot of fun in a hyperactive, all-American sort of way, but actually working out and following the plot (let alone remembering it all afterwards) was a task beyond most of us. Still, with a bit of help from the Imageworks folk, I eventually managed to piece it all together, and here it is...

BACK TO THE FUTURE II –
JUST WHAT WAS IT ALL ABOUT THEN?

Well, basically it was the same as the original *Back To The Future*, just more so. There were lots of swish time-travelling cars, lots of people running around shouting "Aw, shoot!" and muttering things about high school proms, root beer and Classes of '55, lots of very young actors made up to look like they're 75, and lots (and lots) of shots of Michael J Fox *(Squeeeeal! Girlie readers)* stumbling around looking bewildered. Everything happened at breakneck speed, the plot twisted and turned every five minutes, and everybody kept zooming backwards and forwards in time, just to make things even more ultra-confusing.

Basically young Marty McFly (Michael J) runs into the wacky Doc Brown (his co-star in the first film), who waves his hands about a lot and yells "It's your kids, Marty! Something's got to be done about your kids!" Eek! The apparently happy ending of part one actually wasn't that happy after all. So Marty, his girlfriend (who spends the entire film unconscious) and the Doc return from 2015 to find that their time-travelling high jinxes have altered the present again (1985) – this time it's become a Las Vegas-like helltown, controlled by a middle-aged version of Marty's old enemy Biff Tannen. And he's now married to – gasp! – Marty's mother! To fix it all Marty and the Doc have to zoom back to '55, zoom forwards to 2015, and

MISSION 1

Right, we kick off in the year 2015 with a reworking of the original skateboard chase from the first film, but souped up with futuristic hoverboards. Marty's trying to escape from arch-enemy Griff (son of Biff, and exactly the same except even stupider) and his equally useless gang, who've mistaken the time-travelling McFly for his gormless son-to-be. Blimey!

The version we've seen has the scrolling completely worked out (it's very smooth, and works both horizontally *and* diagonally) and Marty can be made to weave around all over the shop, jump over things (like cracks in the road) and, best of all, beat people up! When the whole thing's finished it should be possible to actually grab onto cars as they go past too! There'll be things to pick up as well, including Pepsi cans and Nike shoes (like the movie, *Back To The Future II – The Game* features prominent product placement!), which will give you extra speed, energy, acceleration, punching power, rotten teeth, the list is endless...

MISSION 2

This is the first of the two non-arcade sub-games, and Jennifer's the one in trouble this time. She's your girlfriend (in case you'd forgotten), and has been whisked off back to her home of the future by the police, who've found her unconscious in a side street. The catch is that she's already there. Eh? Never mind. (These things happen with time travel.) Anyway, the thing is that if she bumps into herself, or any members of her family, there'll be an awful hoo-hah! So you've got to get her out before she does, using a little pointy-thing to open and close doors and sort of guide Jennifer out.

It's a logic puzzle really, the trick being to get the optimum combination of open and closed doors as quickly as possible. The room layout will be picked at random from one of four, just to confuse things. The good news is that things can only get better on this level – you can't lose energy, only gain it.

FUTURE II



More of the hoverboard sequence – notice how the scrolling suddenly switches direction as you skate up the street. Very neat. (Pity you can't jump up onto the City Hall steps though.)



We haven't seen this bit up and running, but this is what the alternative earth 1985 beat-'em-up sequence will look like. Dark blue graphics add to the spooky look, though that hat makes it look more like a cowboy sequence!

zoom about all over the blimmin' place basically, coming across all sorts of probs along the way.

A rollercoaster action film, yes, but quite a difficult one to convert to a successful computer game, as Imageworks will readily admit. It doesn't really lend itself to a shoot-'em-up à la *Robocop*, and the various action sequences are so [illegible] by time, place and new bits of plot that the whole thing could easily end up feeling disjointed.

That having been said, Imageworks has tried to stick as closely to the plot as possible, with a traditional [illegible] (and doubtless multiload) arcade adventure. It's a collage, as it were, of little bits and pieces from the movie – the programmers have picked out five 'missions' (the best sequences) and turned them into little arcadey things. Three of them tie into each other fairly closely, while the remaining two are kind of bonus puzzle levels.

And – spook! – from what we've seen they've managed to do the very best of a pretty difficult job. Bravo!

SO WHO'S RESPONSIBLE?

Carl Jeffries of 'Images' is the man with all the details. So how come you seem to know all about it then, Carl?

"Well, actually we're writing it! We've got Tony Mack doing the coding, and the graphics are being done by Andrew Peng and Jason Lihou."

Could you spell that?

"Yes."

Oh.

"We've been beavering away since December actually. The main obstacle we've hit is that the film isn't actually all that action-packed. Not like *Robocop* anyway. So we were a bit stuck for things to do. In the end we decided to base it around the hoverboard sequences and stick in a couple of sub-games. We've even got a *Back to the Future III* bit at the end, just like the trailer at the end of the movie! Naff, eh?"

Indeed. So what have you got lined up for 'dessert' then?

"Our next project is going to be this sort of Chinese thing. Not a beat-'em-up though. It's going to be very strong graphically, and should be worth watching out for."

FAX BOX

Game	*Back To The Future II*
Programmers	Images
Publisher	Imageworks
Price	£9.99 cass/£14.99 disk
Release date	July

MISSION 3

It's 1985 again. Phew. But yikes! Everything's gone weird. (This is an alternative time-stream version of '85 created by Marty's time-travel meddling.) The whole place is run down, with 'undesirables' everywhere. You'd better find Doc (and fast). Sounds like a job for... a beat-'em-up! Yup, here we go again.

It's a scrolling one, with dark, hopefully quite atmospheric graphics to get you into the mood of the alternative 1985. You've basically got to punch and kick your way through all these horrible punks and skinheads and make it to the end. Here you'll bump into Biff himself, who's got a gun. Blimey!

MISSION 4

It's the other puzzley thing, and now we take a gigantic leap backwards – to 1955, in fact. I don't quite get this bit. I quote – "You must put back together the animated scene of the band and Marty on stage singing *Johnny B Goode* from the first film." Erm, right. What this amounts to apparently is a sliding block puzzle, which you (as the other version of Marty watching the whole thing) must control using a pointer.

Originally, the programmers were going to have a crack at doing something with those sandbags above the stage. But, er, they couldn't think of anything. So instead we find ourselves trying to reassemble the band. The catch is that they're fully animated, and dance about all over the place, so it's harder than you might initially think. An added bonus is that Imageworks has secured the rights to *Johny B Goode* (the tune the band played in the film), and the original song will be fully Spectrumised. Hurrah!

The quicker you get through this part, the more points and energy you'll accrue. So it's certainly worth having a good crack at!

MISSION 5

Finally it's hoverboard time again. You're chasing Biff to try to get the almanac (a key prop) because what you thought was the almanac actually isn't, so you haven't got it after all. Or something like that.

This bit's going to be pretty much the same as the first section (but with the graphics changed round, since it's 1955 again). Once you get to the end though you've got to tackle that rather hairy scene where you're hanging off the side of Biff's car, trying to get hold of the book. It's blimmin' murder!

LORDS OF CHAOS

YOUR SINCLAIR MEGAGAME

Blade/£9.95 cass/£14.95 disk



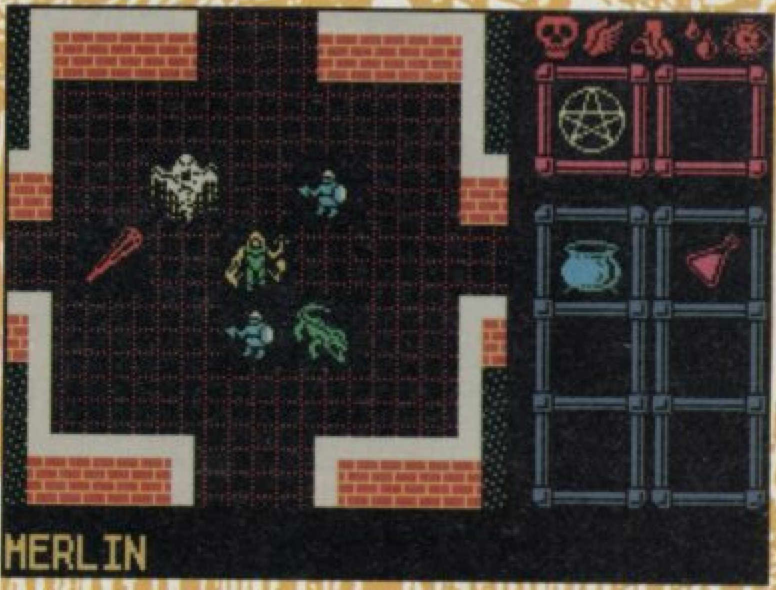
Davey "Don't worry," quoth Matt, handing me a manual as big as the collected works of Mills And Boon. "It's not as complicated as it looks." Gulp. As a rule of thumb, flight sims and strategy games have big manuals, and *Lords Of Chaos* certainly falls into the latter category. Of course, you'll know this already if you read Macca's Megapreview a couple of issues back. Anyway, off I trolled, game and paperwork in hand, to load up my humble Spec. So what's it like? Blimey, steady on, give me a chance...

Right, here we go... *Lords Of Chaos* is the product of the feverish brain of Julian Gollop, he of *Laser Squad* fame. It's a sword and sorcery epic in which you get to play a wizard either against the computer or with up to three pals. There are three scenarios, each of which gets progressively more tricky. Basically you've come from another world called Limbo (nice name, isn't it?). Each scenario takes you to a different world where you have to perform various tasks before a portal appears through which you can leg it back home. Your main challenge is to stay alive (!), but other tasks include collecting treasure, fighting beasties and duffing up other wizards. If you survive a game you're then able to benefit from your experience – you're rewarded with experience points, and you can then spend them building up on the various attributes of your wizard.

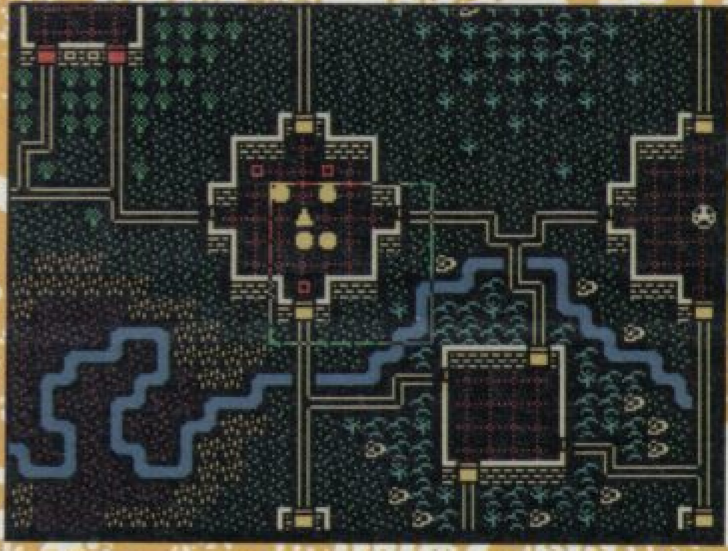
Dungeons And Dragons fans will recognise this feature, and be pleased to hear that much of the game system is akin to *D&D*. You can start a game with a wizard created by the computer, or else use the rather unique Wizard Editor to create your own. Each wizard has a set of attributes and knows certain spells. Furthermore, each spell – and there are 45 in all! – can be mastered at different levels. You will also be able to make potions by finding ingredients like mistletoe, ambergris and holly and bunging them all into a steaming cauldron.

After getting this far into the game you'll hardly be wanting to start again, will you? Good job then, Spec-chums, that you get the facility to save games and characters onto disk (or tape) for future use. The graphics are nice and colourful, and some of the little sprites are animated. There's even some sound when you zap creatures with spells, but actual combat is all worked out by the computer in a silent, orderly sort of fashion. All in all, there's lots (and lots and lots!) of depth here – real value-for-money stuff. Starting with just your wizard you soon conjure up hordes of mystical creatures who you then take control of. Some of the creatures can fly, some can walk, and basically you get to boss them all around. Hurrah! Find yourself some treasure, locate weapons, turn them into magic weapons, get out there and kick bottom.

And that's it really. A whopper of a game – perhaps not the kind of fodder to keep die-hard arcadesters happy, but *D&D* fans, sword and sorcery nuts and strategy enthusiasts will absolutely lap it up. If you fall even vaguely into any of these categories then you'll certainly want to check out *Lords Of Chaos*.



"Show me a home where the buffalo roam..." Perhaps summoning all these animals into the middle of my wizard house wasn't such a good idea after all. They certainly aren't toilet-trained!



Here's a panoramic aerial view of the battlefield, with a box drawn round the 'zoom-in' bit if you want to study things in a bit more detail. Makes you feel airsick just looking at it, doesn't it?



Fire is very handy indeed for roasting things, as any budding Boy Scout should know – marshmallows, pigs, people. But here you don't even need a box of Swan Vestas to start one!

This winged horse thingy is one of the groovy flying creatures. You can hop onto one of these to fly over tricky terrain (and trouble).

The second 'hardest' beastie you'll encounter is a Demon. Best to leg it!

Vampires spell trouble too! They're one of the undead contingent and can only be harmed by magic weapons, spells or other undead creatures.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
89°	88°	90°

DIAGNOSIS
A brill sword and sorcery strategy game. Loads of depth, pretty easy to get into and nicely presented.

INSTANT APPEAL 85°

80 60 40 20

90°

Question of Sport
Cass £2.99
Disc £4.99

TURBOSOFT

Laser Squad
Cass Only
£4.99

SPECIALS CASSETTE

	SRP
Brian Cloughs Football Fortunes	4.99
Bob's Full House	3.99
Captain Blood	3.99
Darkside	4.99
Driller	4.99
Total Eclipse	4.99
Passing Shot	4.99
Blasteroids	4.99
Trivial Pursuits	6.99
Triv. Pursuits New Beginning	4.99
Time & Magik	4.99
Wolfman	2.99
Savage	3.99
Fernandez Must Die	2.99
Hunt for Red October	6.99
Games - Summer Edition	4.99
Pacland	4.99
Pacmania	4.99
Running Man	3.99
Afterburner	3.99
Galaxy Force	3.99
Espionage	2.99
F/ball Manager II & Exp. Kit	7.99
Ikari Warriors	2.99
Thundercats	2.99
Lords of Midnight	3.99
Pegasus Bridge	3.99
Crazy Cars	2.99
R-Type	4.99
Knight Orc	4.99
Matchday	2.99
Book of the Dead	2.99
Frankenstein	2.99
Last Mohican	1.99

WINNERS
ONLY £10.99
DISC £14.99
Thunderblade, Led Storm, Indy Jones & Temple of Doom, Blasteroids, Impossible Mission II

COIN OP HITS
ONLY £10.99
DISC £14.99
Outrun, Thunderblade, Road Blasters, Spy Hunter, Bionic Commando

10 COMPUTER HITS V
ONLY £4.99
DISC £9.99
Dark Sceptre + Tarzan + Mega Apocolypse + Magnetron + Trap + Mystery of the Nile + Ninja Hamster + Catch 23 + Frightmare + Druid II

DYNAMITE
ONLY £9.99
Cass only
Afterburner, Last Ninja II, WEC Le Mans, Double Dragon

TOLKIENS TRILOGY
ONLY £6.99
DISC £11.99
The Hobbit, Lord of the Rings, Shadows of Mordor

LEADERBOARD PAR 3
ONLY £9.99
Disc £13.95
Leaderboard, Leaderboard Tournament, World Chess Leaderboard

MEGA MIX
ONLY £9.99
Barbarian II, Dragon Ninja, Operation Wolf, The Real Ghostbusters.

THE BIZ
ONLY £10.99
Operation Wolf, R-Type, Batman Caped Crusader, Double Dragon

KONAMI ARCADE COLLECTION
ONLY £6.50 Disc £13.95
Mikie, Jackal, Nemesis, Jailbreak, Ping Pong, Yie Ar Kung Fu 2, Hypersports, Shao Ling Road, Green Beret, Yie Ar Kung Fu

GAME, SET & MATCH 2
ONLY £7.99
Matchday II, Ian Botham's Test Match, Basket Master, Super Hang On, Track 'n' Field, Superbowl, Winter Olympiad, Steve Davis Snooker, Nick Faldo's Open

SPECTRUM TOP 30 HITS

	CASS	DISC
Batman the Movie	6.99	10.99
Untouchables	6.99	10.99
New Zealand Story	6.99	10.99
Black Tiger	6.99	N/A
Robocop	6.99	10.99
Chase HQ	6.99	10.99
Operation Thunderbolt	6.99	10.99
Power Drift	6.99	N/A
Hard Drivin	5.99	10.99
Ghostbusters II	7.99	N/A
Super Wonderboy	6.99	N/A
Forgotten Worlds	6.99	N/A
Double Dragon II	6.99	10.99
Project Stealth Fighter	6.99	10.99
Rainbow Islands	6.99	10.99
Ghouls 'n' Ghosts	6.99	N/A
Myth	6.99	N/A
Cabal	6.99	10.99
Test Drive II	6.99	10.99
Footballer of the Year II	6.99	10.99
Emlyn Hughes Int. Soccer	6.99	10.99
Crazy Cars II	5.99	N/A
Kick Off	5.99	N/A
Gazza's Soccer	5.99	N/A
Micro Soccer	6.99	10.99
Boxing Manager (Goliath)	6.99	N/A
Crackdown	6.99	N/A
Space Harrier II	6.99	10.99
P-47 Thunderbolt	6.99	10.99
Ninja Warriors	6.99	10.99

SPECTRUM CLASSICS

	CASS	DISC
Airborne Ranger	6.99	10.99
A.P.B.	6.99	10.99
Bridge Player 2150	14.99	22.99
Chuck Yeager's (A.F.T.)	6.99	10.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Ancient Battles	10.99	N/A
Cricket Master	6.99	N/A
Deluxe Scrabble	8.99	12.99
Dragon Ninja	6.99	10.99
Football Director	6.99	N/A
Football Director II (128k)	12.99	12.99
Gunship	6.99	11.99
Heroes of the Lance	6.99	11.99
Kenny Dalglish Soccer	6.99	10.99
Operation Wolf	6.99	10.99
Red Heat	6.99	10.99
Shinobi	6.99	10.99
The National	6.99	N/A
Tank Attack	9.99	12.99
Times of Lore	6.99	N/A
Tracksuit Manager	6.99	N/A
Treble Champions	6.99	N/A
Vigilante	6.99	N/A
War in Middle Earth	6.99	10.99
Time & Magik	4.99	9.99
Tomahawk	6.99	9.99
Monopoly	7.99	N/A
Starglider II	10.99	13.99
Carrier Command	10.99	13.99
Continental Circus	6.99	10.99
Mr. Heli	6.99	10.99

FORTHCOMING ATTRACTIONS

	CASS	DISC
Greg Norman's Golf	9.99	12.99
Golden Axe	6.99	10.99
Iron Lord	6.99	N/A
Midwinter	6.99	10.99
Cyberball	6.99	10.99
The Punisher	6.99	10.99
Darius	6.99	10.99
Snoopy	6.99	N/A
Dan Dare III	6.99	10.99
Hammerfist	6.99	N/A
Klax	6.99	10.99
Escape from Planet of Robot Monsters	6.99	10.99
Castle Warrior	9.99	12.99
Beach Volley	6.99	10.99
Player Manager	6.99	10.99
X-Out	6.99	10.99

JOYSTICKS

Cheetah 125	7.99
Star Probe	13.99
Navigator	8.99
Konix Speedking	8.99
Konix Speedking Autofire	10.99
Pro 5000 Black	11.99
Pro 5000 Clear	12.99

UTILITIES

	CASS	DISC
Devpac	12.99	15.99
Hisoft Basic	18.99	N/A
Hisoft C	18.99	N/A
Hisoft Pascal	18.99	N/A
Masterfile 3	N/A	22.99
Pro. Adventure Writer	17.99	21.99
Tascalc +2/+3	14.99	18.99
TasPrint	7.99	18.99
TasSign	N/A	18.99
TasSpell	N/A	18.99
Tasword +2/+3	14.99	18.99
TasCopy	7.99	N/A

EDUCATIONAL

	CASS	DISC
Answer Back Junior	6.99	9.99
Spelling Add-on	4.99	N/A
French Mistress (Beg.)	6.99	N/A
French Mistress (Adv.)	6.99	N/A
French Mistress (Adv. & Beg.)	N/A	14.99
Fun School II (U 6)	6.99	9.99
Fun School II (6-8)	6.99	9.99
Fun School II (8+)	6.99	9.99
German Master (Beg.)	6.99	N/A
German Master (Adv.)	6.99	N/A
Spanish Master (Beg.)	6.99	N/A
Spanish Master (Adv.)	6.99	N/A

LOOK! MEGA OFFER LOOK!

For every £10 spent you can choose a free game from the list below (Cass. only)
Heartland, Guadal Canal, The Train, Pitfall II, Zenji, Toy Bizarre, Prodigy, Ballbreaker, Explorer, Tempest, Pulsator, High Frontier, Mermaid Madness, Rex, Mega Apocolypse, Hyperball, Ninja Hamster, Arc of Yesod, Death or Glory, Ballblazer.
All the above available @ £1.99 each.

+3 DISC SPECIALS

Bards Tale I	6.99
Beyond the Ice Palace	5.99
Brian Clough's Football	7.99
Dominator	4.99
Overlander	6.99
Fury	4.99
Vixen	4.99
Pacland	7.99
Pacmania	7.99
Running Man	7.99
Butcher Hill	7.99
Fernandez Must Die	7.99
Passing Shot	7.99
Tetris	7.99
Arctic Fox	6.99
Archon Collection	6.99
Double Dragon	9.99
International Karate	7.99
Shinobi	9.99
Soldier of Fortune	4.99
Intensity	4.99
By Fair Means or Foul (Boxing)	7.99
Captain Blood	7.99
Vindicators	7.99
Thunderbirds	8.99

IN CROWD
ONLY £10.99
Barbarian, Gryzor, Crazy Cars, Predator, Karnov Combat School, Target Renegade, Falcon

TAITO COIN OP
ONLY £9.99
Rastan, Flying Shark, Bubble Bobble, Arkanoid, Starfight, Arkanoid II, Renegade, Legend of Kage

SUPREME CHALLENGE
ONLY £4.99
DISC £10.99
Elite, Ace, Sentinel, Starglider, Tetris

SOCCER SPECTACULAR
ONLY £4.99
DISC £10.99
Football Manager,Peter Beardsleys Soccer, World Champions, Handball Maradonna Soccer Supremo

KARATE ACE
ONLY £6.99
Way of the Exploding Fist, Bruce Lee, Kung Fu Master, Avenger, Samurai Trilogy, Uchi Mata, Way of the Tiger

FLIGHT ACE ONLY £6.99
Air Traffic Control, Ace, Spitfire 40, Strike Force Harrier, Tomahawk, A.T.F.

GIANTS
CASS £10.99
DISC £14.99
720°, Outrun, Rolling Thunder, World Class Leaderboard, Gauntlet II

EPYX ACTION
ONLY £10.99 4 x 4 Off Rd. Racing, ST Sports Basketball, Impossible Mission II, California Games, Games - Winter Edition

30 RED HOT HITS ONLY £6.99

Ghostbusters, F.A. Cup, Agent X, Kane, L.A. Swat, Ninja Master, Rasputin, Ollie & Lisa, Ricochet, Zolyx, Way of Exploding Fist, Dan Dare, Formula 1, Dark Sceptre, Brian Jacks Superstar Challenge, Tau Ceti, I-Ball, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Druid II, Ninja Hamster, Magnetron, Mystery of the Nile, Frightmare, Mega Apocolypse, Traz, Catch 23.

41 SOUTH STREET, LEIGHTON BUZZARD, BEDS, LU7 8NT TEL: 0525 377974 FAX: 0525 852278

ORDER FORM

Please supply me with the following for
Computer ....

Titles	Price

DATE: ....
NAME: ....
ADDRESS: ....
....
....
...............Post Code................
TEL: ....

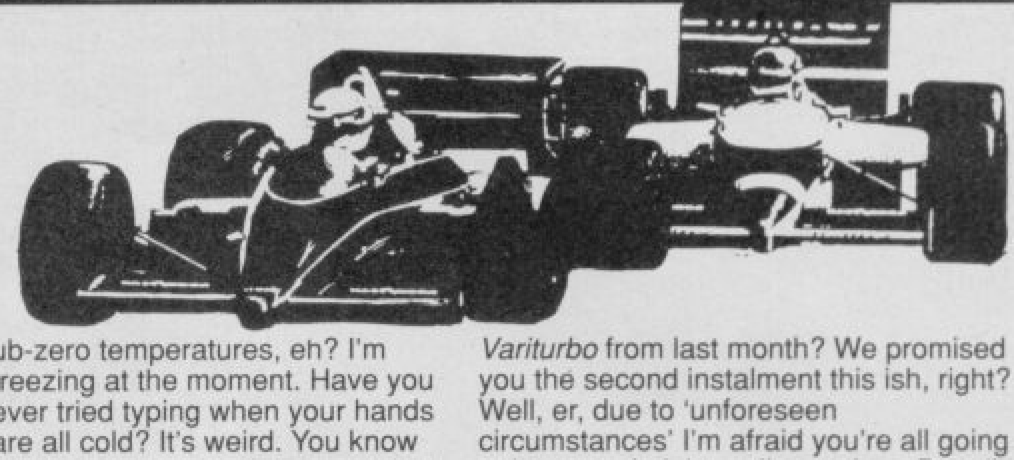
YOUR SINCLAIR JUNE '90

Please make cheques & PO payable to ***Turbosoft***

Orders under £5 please add 50p per item. Over £5 p&p ***FREE*** *in UK. Elsewhere please add £1.50 per item.*
N.B. Please state clearly mode of computer & also cassette or disc when ordering

PROGRAM PITSTOP





After months of making do with a scrappy photo booth picture for Pitstop, JONATHAN DAVIES eventually consented to have a proper snap taken. The result? Exactly the same!

Sub-zero temperatures, eh? I'm freezing at the moment. Have you ever tried typing when your hands are all cold? It's weird. You know which keys you want to press, but your fingers just seem to float all over the place. It's a shame, really, as it was so nice and sunny today. Perhaps I'd better close the window.

Right, so what have I got lined up for you this month? Well, ahem, there's a teensy-weensy little problem. Remember *Variturbo* from last month? We promised you the second instalment this ish, right? Well, er, due to 'unforeseen circumstances' I'm afraid you're all going to have to sit tight until next time. But all is not lost! Just take a gander at this spanking double bill – first we've got **Rick O'Neill** delivering another fab message scroller, *Swiss Scroll*, and then **Gordon Murray** with his *One-Line Fight Simulator*. It's may not be *Bomber* but it's pretty wazzy all the same. Bravo!

SWISS SCROLL

by Rick O'Neill

Actually, Rick O'Neill isn't from Switzerland, and neither is his scroller. They're both live in Scotland, and a good thing too.

You may remember Antony Purvis's message scroller from, oooh, way back when. Well, this is the same sort of thing, only different. It's similar in that it scrolls messages, and that the messages are really big, being formed in the attribute file. The difference, though, is that these messages are BIG. Yup, they fill up the whole screen. Also, they're not interrupt driven so, while not being quite as versatile as the first one, the program is a touch shorter and easier to use.

The 'getting it in' routine is the same as usual – type in the basic and save it onto a tape. Then, using the Hex Loader, type in the Hex and save that after the basic. Run the program and you'll be given a demo.

To make use of the routine in your own programs you'll need to type what you want scrolled into a REM statement at the beginning of your program. You can use all the usual characters and also colour control codes (there were some quite fetching ones in the demo, but sadly they didn't print out). Then POKE SCRL+1, LINE and RANDOMIZE USR SCRL, where SCRL is the start address of the routine and LINE is between 0 and 255 (the number of the REM line).

Basic Bit

```
   1 REM              YOUR SINCLAIR
presents . . . . A  FULL SCREEN
 scrolly message program . . . .
                 Program Writ by
Wrick
   2 REM
   3 REM             Put your own mes
sage in line 2!
   4
 100 LET SCROLL=9010
 110 POKE 23693,71: BORDER 0: CL
S : GO SUB 9000
 115:
 120 FOR a=USR "a" TO USR "a"+7:
 READ b: POKE a,b: NEXT a
 122:
 130 DATA 124,254,b,b,b,b,124,0
 132:
 150 LET LINE=1: GO SUB SCROLL
 160 LET LINE=2: GO SUB SCROLL
3999 GO TO 10000
9000 LET SCRL=65024: RETURN
9010 POKE SCRL+1,LINE: RANDOMIZE
 USR SCRL: CLS : RETURN
9020
9800 GO SUB 9000: CLEAR SCRL-1:
GO SUB 9000
9805 LOAD ""CODE SCRL
9810 RESTORE 9860
9815 FOR A=1 TO 3
9820 READ DS,VAL
9830 LET AD=VAL+SCRL
9835 LET DS=DS+SCRL
9840 POKE DS+1,INT (AD/256)
9845 POKE DS,AD-256*PEEK (DS+1)
9850 NEXT A: RUN
9860 DATA 170,4,214,4,253,121
9870
9999 GO SUB 9000: SAVE "BIG SCRO
LL" LINE 9800: SAVE "SCROLLY"COD
E SCRL,256
```

Hex Loader

```
  10 REM General Hex Loader
  15 REM When typing in hex,
don't put in the spaces, and
type "STOP" (S/Shift + A) when
you've finished.
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
STOP
 370 PRINT AT 15,0;"ERROR": BEEP
.1,-20: GO TO 90
```

Hex Bit

```
65024 3E 01 12 08 00 00 00 00 =95
65032 00 00 00 00 4F 2A 53 5C =296
65040 11 00 00 19 23 46 23 5E =276
65048 23 5a 23 79 90 D8 20 F3 =712
65056 7E FE EA C0 23 E5 AF D3 =1456
65064 FE 21 00 40 11 01 40 01 =434
65072 FF 1A 75 ED B0 3E 02 CD =1080
65080 01 16 AF 32 8F 5C 3E 16 =567
65088 D7 AF D7 AF D7 01 C0 02 =1190
65096 3E 90 D7 0B 78 B1 20 F8 =1009
65104 AF CD 01 16 AF 32 8F 5C =863
65112 3E 16 D7 AF D7 AF D7 06 =1085
65120 40 3E 90 D7 10 FB D9 3A =1027
65128 8D 5C 47 E6 07 C6 40 4F =682
65136 78 E6 38 0F 0F 0F 47 D9 =739
65144 E1 7E FE 0D C8 FE 20 30 =1152
65152 19 23 FE 11 28 0D FE 10 =654
65160 20 EF 7E C6 40 D9 4F D9 =1172
65168 23 18 E6 7E D9 47 D9 23 =955
65176 18 DF FE 80 D0 E5 6F 26 =1215
65184 00 29 29 29 ED 5B 36 5C =597
65192 19 11 04 FE 06 08 7E 12 =458
65200 23 13 10 FA D9 EB D9 3E =1051
65208 08 08 76 01 00 06 0B 78 =272
65216 B1 20 FB 21 01 58 11 00 =599
65224 58 01 FF 02 ED B0 21 1F =823
65232 58 11 20 00 D9 21 04 FE =645
65240 D9 06 08 D9 78 CB 16 30 =841
65248 01 79 23 D9 77 19 77 19 =662
65256 77 19 10 EF 08 3D 20 C9 =701
65264 D9 EB D9 E1 3E 7F DB FE =1556
65272 C8 47 C8 23 C3 79 FE 00 =1079
STOP
```

ONE LINE FLIGHT SIMULATOR

by Gordon Murray

Flight sims, eh? They're the biz! There's *Fighter Bomber* and *Chuck Yeager's Advanced Flight Simulator*, to name just two – real reach-for-the-skies (right) stuff. But wait, what's this? *One Line Flight Simulator*? Could it be that a home-grown effort is about to rewrite the rule books and lay down its revolutionary new standards for all future flight sims to equal? Well, no actually. As you might expect the title is wildly exaggerated. But Gordon Murray's program ain't half bad, and as it's so short you've got no excuse for not giving it a try. Go on, get on with it.

```
10 LET a=PI/4: FOR r=1 TO 70:
PLOT COS a*r,SIN a*r: DRAW 15,15
: LET a=a+0.5: NEXT r
```

PHEW!

Right, that's your lot – another Pitstop draws to a close, and it's time to look forward to the next one. And what's it going to contain? Haven't the foggiest – that's up to you. So get your Speccy warmed up, diddle around with the keys and see what you can come up with. Oh, and if you do manage something mildly interesting then send it to me on a tape – it makes life a lot easier at this end. The address to write to is Jonathan Davies, Progam Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. There'll be prizes, of course.

DON'T BE CAUGHT OUT!
GET A TRUSTY YS SUBSCRIPTION TODAY!!!!!!

YS MAN SAYS "REMEMBER, KIDS, YOU GET A GAME COMPLETELY FREE WITH EVERY YS SUBSCRIPTION!"



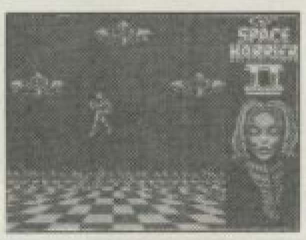


DON'T FORGET, FREE SMASH TAPES ONLY GO OVERSEAS ON THE COVERS OF SUBSCRIBERS' MAGS!!

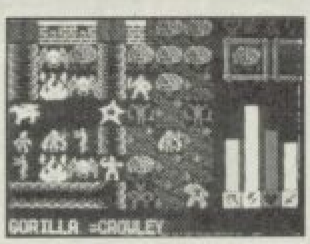
RAINBOW ISLANDS
Ocean



SPACE HARRIER II
Grandslam



LORDS OF CHAOS
Blade



Don't you be caught out by the evil Out O' Stock!! Make sure you get your copy of *YS*! Make life easier for yourself and SUBSCRIBE TODAY!! Just look what you get...!

★ EXCLUSIVE FREE cover-mounted games from top software houses!
★ One FREE brand new copy of either *Rainbow Islands*, *Space Harrier II* or *Lords Of Chaos* – worth up to £9.99!
★ Twelve issues of *Your Sinclair* – the most superhuman mag this side of the planet Zgorf!

KAPOW! Watch these super savings mount up!!!!

PITANG! Twelve issues of *YOUR SINCLAIR* worth	£19.20
KABOOM! FREE Infogrames game worth	£9.99
OOYAH! Priority delivery to your door worth	£5.65
CLANK! Full price cover-mounted games worth	£120.00
TOTAL PRICE	£154.84

A TOTAL SAVING OF .... MORE MOOLAH THAN YOU CAN SHAKE A STICK AT!!

YOUR SINCLAIR SUBS

Gee! Don't let me fall pray to the evil Out O' Stock! In case *YS* Man isn't there to help me, please rush me my very own *YS* subscription! I can't wait to get my mitts on my free game and the next available issue, so I've ticked the appropriate box below!

- ❑ UK only – one year **£19.95**
- ❑ Europe and Eire – **£24.95**
- ❑ The Rest Of The World – **£29.95**

The FREE game I'd like is...

- ❑ *Rainbow Islands*/Ocean
- ❑ *Space Harrier II*/Grandslam
- ❑ *Lords Of Chaos*/Blade

Your free game will be sent separately from your first copy of *YS*. Because these games are all brand new, we are unable to say exactly when they will be dispatched. Please be patient – it'll get there!

I enclose a cheque/postal order for £...........
made payable to Future Publishing.

Please charge my Access/Visa card number

....

(Delete as applicable.)

PLEASE USE BLOCK LETTERS

Name ....

Address ....

....

.... Postcode ....

Signature ....

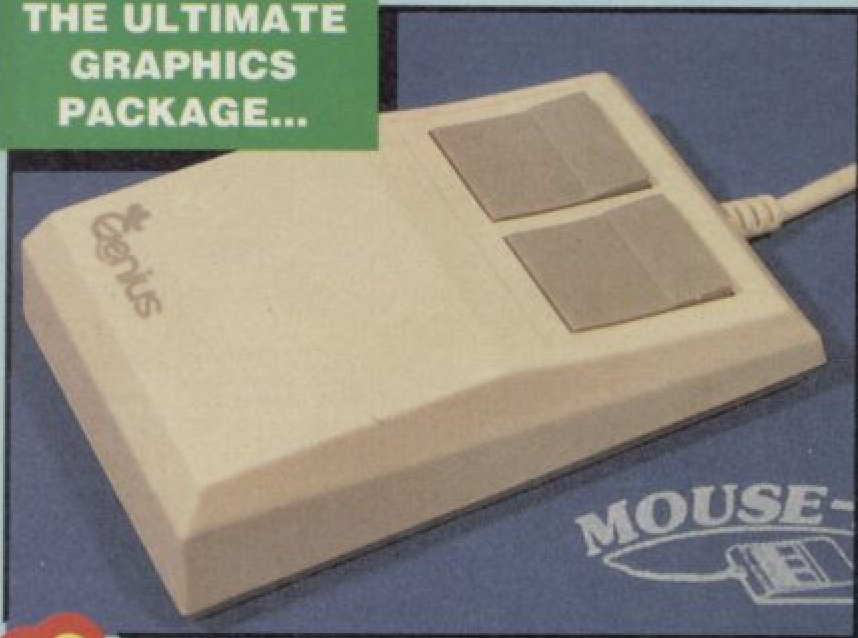
Send the completed form and return with payment to *Your Sinclair* Subs, Freepost*, Computer Posting, Mitcham, Surrey CR4 3HP. If cutting rectangular holes in your copy of *YS* isn't your 'thang' then a photocopy of the coupon will do.

REF: ☐☐☐☐☐☐☐



DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...







SPECIAL OFFER PACK!





Genius Mouse

COMPLETE WITH

OCP ART STUDIO™

ONLY £49.99

TOTAL PACKAGE INCLUDES MOUSE, INTERFACE, ART STUDIO, MOUSE MAT AND HOLDER

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.



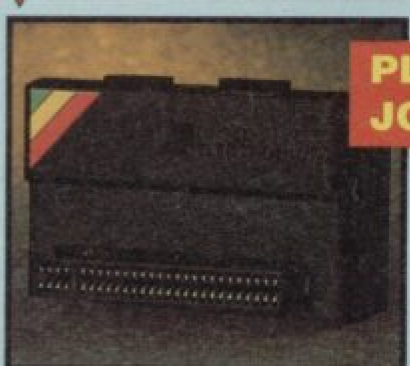
FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99)

WITH EACH PACKAGE

ONLY WHILE STOCKS LAST



PLUS BUILT-IN JOYSTICK INTERFACE

- The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- Accepts any standard 9 pin joystick including rapid fire models.
- Works on IN31 (Kempston) system.

WITH CUSTOM MOUSE IC

NEW



- The Genius Mouse/Joystick Interafce features a custom made I.C. specifically designed to give the supersmooth operation needed for graphics use.
- By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.
- No other system can offer this power at this incredible price!!

WHAT THE MAGAZINES HAD TO SAY...

SINCLAIR USER
"CLASSIC"

C.T.W.
"PICK OF THE WEEK"

C.C.I.
"BEST GRAPHIC PRODUCT OF THE YEAR"

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRIÇES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

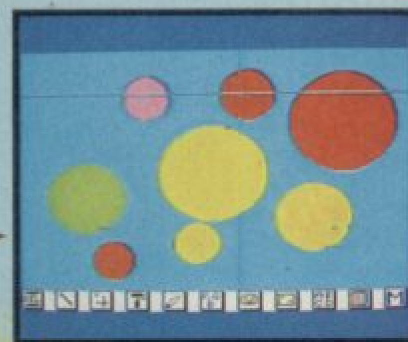
SALES ONLY 0782 744707

TECHNICAL ONLY 0782 744324

DATEL ELECTRONICS



LIGHTWRITER™





- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE
ONLY £15.99

dk'tronics SPEECH SYNTHESISER



- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Create words & sentences easily.
- Can be used to create sound effects.
- Complete with software on cassette.
- Through bus connector for other add-ons.

ONLY £19.99

PARALLEL/CENTRONICS PRINTER INTERFACE



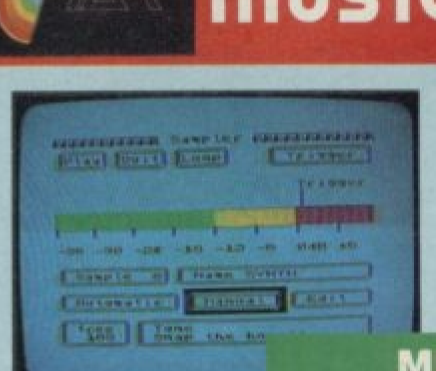
- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

ONLY £19.99

THE ULTIMATE MIDI PACKAGE...



MUSIC MACHINE





MIDI COMPATIBLE

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

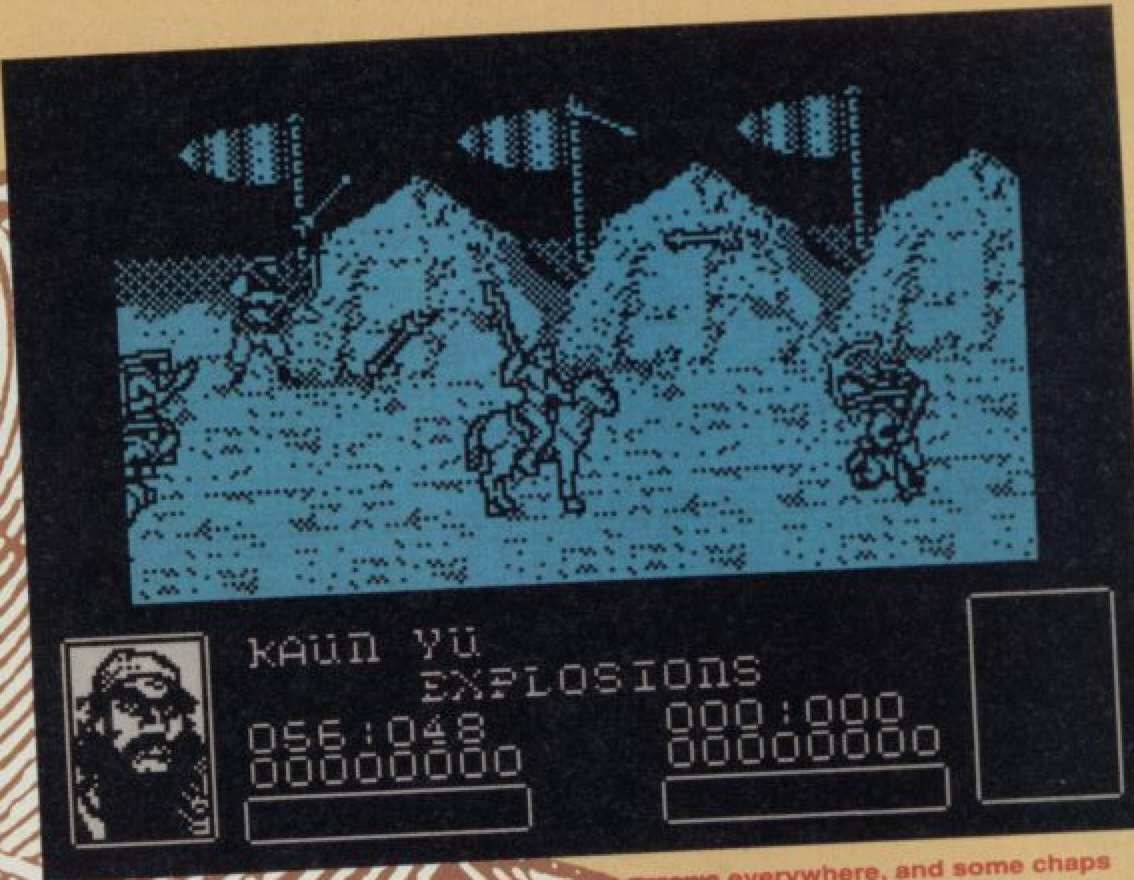
- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

ONLY £49.99
FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

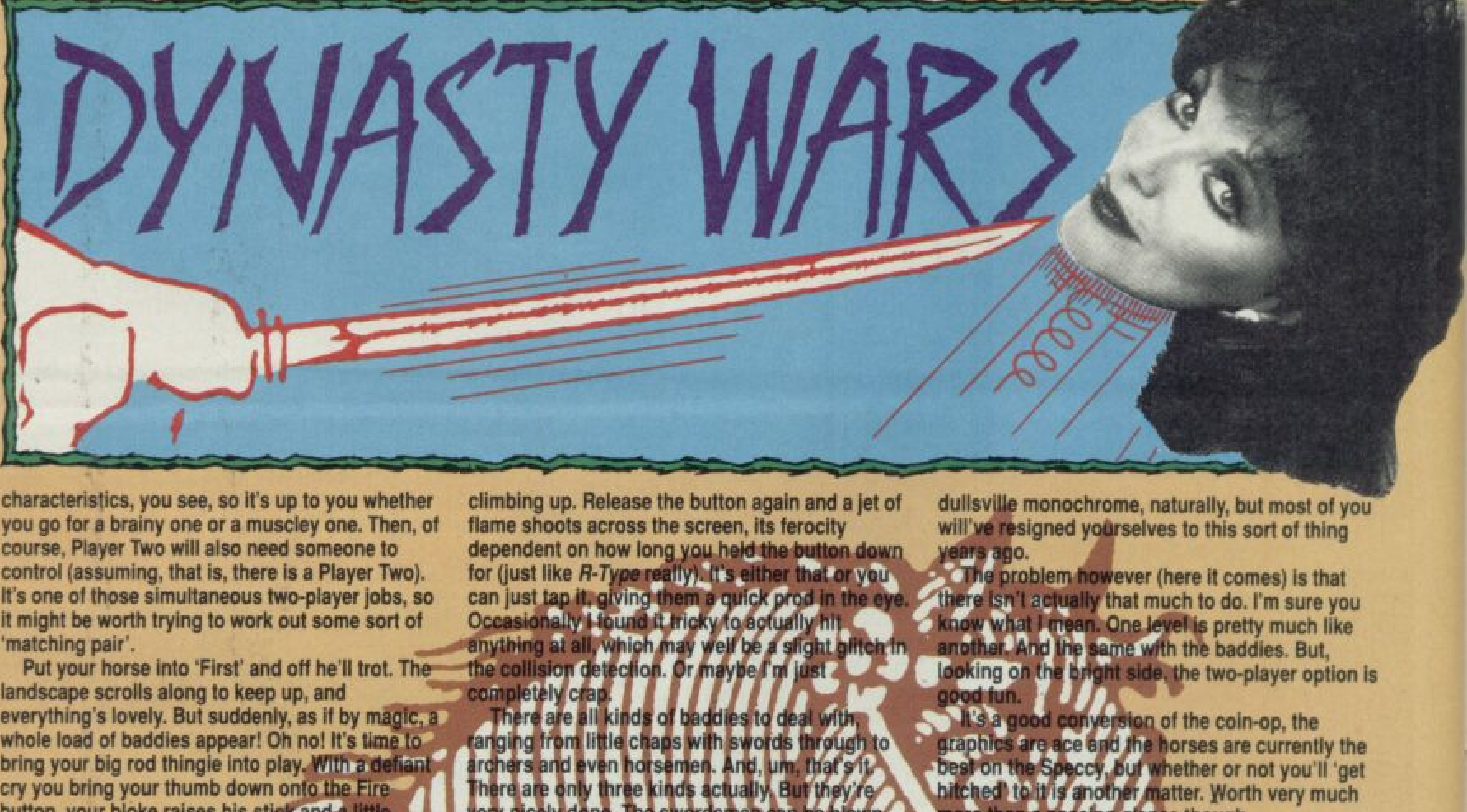
US Gold/£9.99 cass
£14.99 disk



Jonathan Da-daaa! Here's the one we've all been waiting for – the world's first scrolling horse-'em-up! And is it a load of manure? Neigh! In this case, four legs are certainly better than two. In fact, it'll probably shoot straight to the top of the Gallop chart! *Dynasty Wars*? It's my mane game! Last month's Megapreview should have set you in good steed, but I don't want to saddle you with something you're not going to enjoy so let's give it a thorough brushing down. I won't take too long though as I've got to hurry back to Canter-bury tomorrow!



Here's a typical battle in progress. There are arrows everywhere, and some chaps with swords creeping up from behind.



Ahem. The idea is that you're one of these eastern warrior types, mounted on a horse, and you've got to ride through eight scrolling levels killing other eastern chappies and collecting things. You've got four blokes to choose from – Shang Fei, Liu Bei, Kaun Yu and Shao Yun. Quite a line-up really. Your choice is made harder as not only do you have to find one with a name you can pronounce, but you've also got to weigh up their pros and cons. They've all got different characteristics, you see, so it's up to you whether you go for a brainy one or a muscley one. Then, of course, Player Two will also need someone to control (assuming, that is, there is a Player Two). It's one of those simultaneous two-player jobs, so it might be worth trying to work out some sort of 'matching pair'.

Put your horse into 'First' and off he'll trot. The landscape scrolls along to keep up, and everything's lovely. But suddenly, as if by magic, a whole load of baddies appear! Oh no! It's time to bring your big rod thingie into play. With a defiant cry you bring your thumb down onto the Fire button, your bloke raises his stick and a little energy bar at the bottom of the screen starts climbing up. Release the button again and a jet of flame shoots across the screen, its ferocity dependent on how long you held the button down for (just like *R-Type* really). It's either that or you can just tap it, giving them a quick prod in the eye. Occasionally I found it tricky to actually hit anything at all, which may well be a slight glitch in the collision detection. Or maybe I'm just completely crap.

There are all kinds of baddies to deal with, ranging from little chaps with swords through to archers and even horsemen. And, um, that's it. There are only three kinds actually. But they're very nicely done. The swordsmen can be blown away by the truckload with no further thought, but the archers are a bit more tricky. They appear in groups, dot themselves around the screen and then start chucking hundreds of arrows at you. They're devils to get rid of too. And the mounted guys are another kettle of fish altogether. They get their own energy bars and everything, and a huge battle is guaranteed whenever they appear.

Oh yes, the things to collect. These include energy bubbles and extra weapons. The latter act as smart bombs, unleashing barrages of either firebombs or boulders on the enemy.

The graphics in *Dynasty Wars* are undoubtedly its big selling point. Those horses are corkers – their legs move properly and its amazing that no-one's done anything like this before. Horses are miles more fun than spaceships. And the backgrounds are pretty nifty too. Although they're massively detailed you don't tend to get lost in them like in some other games. Everything's in dullsville monochrome, naturally, but most of you will've resigned yourselves to this sort of thing years ago.

The problem however (here it comes) is that there isn't actually that much to do. I'm sure you know what I mean. One level is pretty much like another. And the same with the baddies. But, looking on the bright side, the two-player option is good fun.

It's a good conversion of the coin-op, the graphics are ace and the horses are currently the best on the Speccy, but whether or not you'll 'get hitched' to it is another matter. Worth very much more than a passing glance though.



Here I am with my shoot-o-meter wound up 'to the max', ready to lay on some flames. That looks like an ancient oriental pylon in the background.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
61°	93°	75°

DIAGNOSIS

A brilliant scroller horse-wise, but slightly questionable in the old durability department.

INSTANT APPEAL 92°



■ Cheetah 125+ joystick, 128K Spectrum, excellent condition, plus £300 worth of software. Sell the lot for £320 ono. Phone Steven Gooding on 0395 68303. Oh yeah, and I'm chucking in heaps of mags as well.

■ For sale – ZX printer with paper, wafadrive with wafas and books. £60. Contact Deane at 18 Tivoli Crescent, Brighton BN1 5ND. Buyer collects.

■ 007 Interface, saves games, programs to microdrive, and backs up games to tape at three speeds. Costs £5, will post. Contact Derek Morgan at 18 Mill Lane, Old Skelmersdale, Lancs WN8 8RH or phone 0695 31163 weekends.

■ Alphacom 32 line printer for sale, £50, includes three rolls of thermal paper. Also Multiface 1, £20, still under guarantee. Makes great package for printing screens. Tel 0786 70553.

■ Spectrum 128K +2 for sale – includes Cheetah joystick, manual, plus over £300 worth of software. Also many POKEs and tips – all for £100. Phone Chris on 0732 862071.

■ For sale, +3. Comes with manual, computer tape leads, *OutRun* and *Thunder Blade* on disk. Excellent condition. Phone Bolton 50464 after 6pm.

■ Spectrum 48K, dual Kempston joystick, Quickshot tape recorder, £120 of games, loads of mags, instructions books etc. Worth around £300, sell £150. Phone Dale on Sheffield 0742 620139 after 4pm.

■ Bargain! Spectrum +2 for sale, excellent condition. Also joystick and £100 worth of games and mags, all for only £130. Telephone Cardiff on 0222 552695 now!

■ Spectrum +3 for sale, Multiface 3, cassette and lead, over 200 games and 50+ mags. Excellent condition. Phone Andy on 07374 2232.

■ 48K Spectrum, Alphacom 32 thermal printer and paper, lightpen, Kempston Interface, Cheetah 125+ joystick. £150. Phone Philip on 0423 871509.

■ Spec +2A for sale, still boxed with lightgun and lightgun games. Also 43 other games incl *Taito Coin-Op Hits*. All for only £125. Contact Arshad Mahmood, 162 Ramsey Street, Rochdale OL16 2TW.

■ For sale, Spec +3, still boxed, includes £55 of games on disk, £90 on tape, tape lead, tape recorder and joystick. All for £200. Contact Alistaire on Burs 8213732.

■ Spectrum +2, over £500 of games, lightpen, mouse, Multiface 128, Kempston Interface, disk drive plus disks, joysticks and all leads. £250 ono. Tel 02302 2099 evenings only.

■ Spectrum for sale, 128K +2, with over £100 of games. Worth £230. Offers (around) £50. Ring Mike on 0344 883511 (Ascot) after 3.30. Please hurry.

■ Spectrum 128K for sale. Very good condition, all leads, lots of mags, joystick, games and manual – £135 ono (bargain). Ring Chris on 0278 789638 after 4pm.

■ Spectrum +2, boxed, £1,100 of software including *Untouchables*, *Robocop*, *Op Wolf* and many more. All originals – £80. Mags and joystick, worth £1,300, sell for £400. Contact Fraser on 044582 315 or write to 16 Laide, Achnasheen, Ross-shire IV22 2NB.

■ Lightpen £10, Sinclair printer £25, Sharp PC1211 with miniprinter £50, infra-red joystick £12, multiprint Interface (new) £25, large joystick with interface £10 or will swop for mouse. Tel 0642 598935.

■ For sale, Spectrum +3, Multiface 3, £1,000 worth of software, mags, tape recorder, original box, blank disks. Worth over £1,500, will sell for only £350 ono. Phone 0604 648094 and ask for Mark.

■ Speccy +2 with joystick, over £200 worth of games and all connecting leads. Offers over £100. Phone 0403 732663 (West Sussex).

■ Spectrum 128K +2, with two joysticks, Kempston Interface incl printer, with over 50 games. Worth £250, sell for £120. Phone 0222 795705 after 4.30 or write to 102A Wentcoog Road, Rumney, Cardiff.

■ Spectrum 48K, two joysticks, interface, 60+ games including *Robocop*, *Barbarian I & II*. B&W TV included. £300. Simon Rose, 13 Shortedge, Sturminster Newton, Dorset DT10 1AD.

■ Spectrum 128K +2, joystick, 100 games, excellent condition – £85 ono. Also printer interface, word processor as new with instructions. £30 ono. Phone 021 7492710, ask for Philip.

■ Speccy +2, less than one year old, with joystick, and over £400 worth of games including *Rainbow Islands*, *X-Out*, *Chase HQ*, *Op Thunderbolt*. Boxed as new, only £180. Call Daniel on 0606 551573 after 7pm.

■ Spectrum +3, joystick, loads of games on disk and tape, Multiface 3, manual and all leads etc. All in excellent condition for only £150. Tel 0535 44699.

■ For sale – Spectrum, only £20, Currah speech unit £10, Cheetah joystick plus interface only £10. Contact Anthony Rushton, Well Cottage, Whitchurch Road, Bunbury, nr Tarporley, Cheshire CW6 9SH.

■ Spectrum +3, Multiface 3, tape recorder, Cheetah 125+ joystick, £200 of disk and tape games incl *Chase HQ*, *Hard Drivin'*, *Power Drift*. £230. Contact Rob on 0924 267174 after 7pm weekdays.

■ Spectrum + for sale incl £1,250 of games. Also loads of magazines and books, joysticks, cassette player, interface, all leads and new keyboards. Only £140 ono. Phone 0234 216889.

■ Spectrum +2A for sale, still boxed, three months old, £45 worth of games (*Batman*, *Turbo OutRun* and lots of Hit Squad games). Price? £130. Tel 0236 823970 or contact Tony Griffin at 60 South Barr Wood, Kilsyth.



Having trouble getting your ad printed? Then try, try and try again, Spec-chums! We can't promise nowt but it should improve your odds. (Oh, and stick your coupon on a post card – that's sure to get you into our good books!)



■ Desperately wanted – *Doomdark's Revenge*, *Lords Of Midnight* and *The Best Of Beyond*. Write to Richard Cann, 43 Butts Road, Barton-on-Humber, South Humberside DN18 5JF or tel 0652 33396.

■ Wanted! Your unwanted RAM Music Machine, with full instructions, for £25. Write to David Muir, 1 Glamourhaugh Avenue, Huntly AB5 5AS.

■ Pretty please... Has anyone got *Platoon* and *Robocop*? Will exchange for *Spy Vs Spy* and *Streetfighter*. Originals only. Marc Hawkins, Hollybush, Crwbin Kidwelly, Dyfed SA17 4JW. Tel 0269 871285.

■ Urgent! *PAWS* on cassette (with inlay). Will swop games. Phone 0773 76811 after 4pm and ask for Matt.

■ Who's got a Spectrum 48K they want to flog for £30? I only need the keyboard and the leads and I'll throw in a free full-price game too. B-b-b-barg or wot!?! Contact Bryan Wiltshire, 129 Holtye Road, East Grinstead RH19 3ED.

■ I need a Multiface 3. Will swop for Magnum Lightgun and games. Perfect condition. Please write soon to Simon Davies, 18 Tre-nel, Pembrey, Dyfed SA16 0UT.

■ Wanted urgently for Spectrum – *Rebelstar Raiders* (not *Rebelstar 2*). Please phone Martin or Peter after 6.30pm on 0272 780605.

■ Wanted, *The Boggit*. Also *Jekyll And Hyde*, *Wolfman*, *Frankenstein* and other good adventures. Contact Darren on 0836 348974 anytime.

■ Mega bargain! My *720°*, *Treasure Island*, *Dizzy* or *Knightmare* for your *Endurance* by CRL. Write to David Aitken, 114 Monkland Avenue, Kirkintilloch, Glasgow G66 3BS.

■ Wanted! *Rick Dangerous*, will swop for *HKM*, *Robocop* or *Altered Beast*. Phone Anthony on (Redditch) 0527 502258 between 5 and 9.

■ Wanted – *Shadows Of Mordor*. Swop any three from *Nightmare Rally*, *Nemesis*, *Hive Zoids*, *Tir Na Nog*, *Cosmic Wartoad*, *Impossaball*. Originals only. Vince Corney, 1 St Hellier Avenue, Morden, Surrey SM4 6HY.

■ Wanted Spectrum 128K. Swop for 45 issues of *Your Sinclair*, some software too. I also want pen friends who are into Machine Code and/or QL. Write to Orjon Larsson, Rosendal 18C, S-69153 Karlskoga, Sweden.

■ Wanted – *The National*. Will swop for *Untouchables*, *Robocop* or *Op Thunderbolt*. Write to Derek, 43 Castleton Way, Aberdeen, Scotland AB2 5TQ.

■ PDT's Edit Programme for *Lords Of Midnight* and *Doomdark's Revenge*, expanded versions preferred. Will also pay cash. Ring 021 557 7953 after 6pm.

■ Wanted *Shinobi*, *Strider*, *Cabal*, *Renegade III* and *The Untouchables*. Swop for *Op Wolf*, *Continental Circus*, *Thunderblade*, *Bubble Bobble* and *Smash Hits*. Phone Oxted 0883 715835 and ask for David.

■ Needed – photocopied instructions for *Thunderbirds* and *Taito Coin-Op Hits*. Also cheats etc for any game. May pay if you send enough. Send to Martin Drinkwater, 12 Springfield, Srokesley, Middlesborough, Cleveland TS9 5EU.

■ Wanted – microdrive plus interface, will swop for Spectrum ZX 48, mint condition. Also wanted, Sinclair printer! Details to Shane Rear, 17 Gwendoline Avenue, Hinckley, Leicestershire LE10 0EY.

■ Have *Stunt Car Racer*, will swop for *WEC Le Mans*, *World Games*, *Match Day*, *BMX Sim* and *Skate Board Sim*. Originals only. Stefan Leck, (0273) 304687.

■ Wanted – *Project Stealth Fighter* (disk), *Mercenary Companion* (disk) and *War Of The Worlds* (tape). Swop *Professional Adventure Writer* (disk). Robert Burns, 20 Ferry Street, Ardwick, Manchester M11 3PN.

■ I need a microdrive and/or cartridges. Tel Blackpool 0253 301875. Local enquiries only.

■ Help! I need a Spectrum 48K (with or without software) and will pay up to £50. If you think you can help ring 0860 245559 and ask for Del.

■ Spectrum 128 +2 with manual, Cheetah joysticks, 70 games incl *Untouchables* and *Batman* plus loadsa mags. Worth £200, sell for £85 ono. Phone 0543 371854 and ask for Wayne.

■ Gimme, gimme, gimme! I want a copy of *Sam Fox Strip Poker*. Fnar fnar!! Cash paid!! Phone Richard, office hours, on 0895 51621 ext 137.

■ For sale – *GAC* and *PAWS*, excellent condition, £22.95 together/£12 each. Also three Freescape games, £10 each, £25 for the set, perfect condition. Phone Ross on 0542 34551 or write to 18 Croigbo Terrace, Buckie, Banffshire AB5 1PT.

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon on the back of a post card to Input/Output, *Your Sinclair*, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

❑ **Hardware** ❑ **Software** ❑ **Wanted** ❑ **Messages & Events** ❑ **Pen Pals**

Name.. ❑ **Lonely Hearts** ❑ **Fanzines**

Address...

.... Postcode.....................

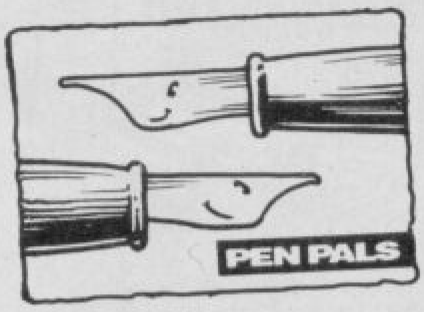
MAGAZINE HEALTH WARNING | Think before you snip – most people use a photocopy instead. | **YS 54**

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output

INPUT·OUTPUT



■ Anybody want to swop *Double Dragon, Typhon, Guerilla Worn* or *Renegrade* or *Winter Games* or *Gryzor* or *It's A Knockout (Lumme, make your mind up! Ed)* for *Street Fighter?* Call straightaway – Dawenty, Northants 72508.
■ Will swop *Batman The Movie* or *Double Dragon 2* for *The National, Crackdown* or *Invasion Force*. Write to Shane Bellamy, 510 Cricklade Road, Swindon, Wilts or phone 0793 728274.
■ Unlock your Multiface 3 programs. Load them independent of your Multiface 3. For details send sae to T Summerfield, 27 Baysdale Road, Ashby, Scunthorpe, South Humberside DN16 2QE.
■ Spectrum 48/128K software for sale. Software is worth £80, will accept £20 ono. Contact Alan, 16 Sutton Avenue, Tamworth, Staffs. Tel 63548.
■ I want to swop *Ghostbusters* for *OutRun*. Also have 128K +2 Spectrum to do deal on. Ring Steven on 0277 811894 evenings only.
■ Hardware and software for sale. Games from '82-'90, from 50p upwards, many new, eg *Power Drift, Gazza's Soccer*. Call Adam on 043686 625 outside office hours or write to Inverbeg Inn, Inverbeg, nr Luss, Loch Lomond, Scotland.
■ Do you wanna swop new games? Send me your list or a tape with your newest games (I am not a collector of tapes!). Milan Graf, Vazovova 15, 81107 Bratislava, Czechoslovakia. Who will be faster?
■ Wanted, *WC Boxing Manager* and *Myth*. Will swop for *Project Stealth Fighter, Run The Gauntlet* and *R-Type*. Will also swop *Total Eclipse I + II* for *Dr Doom's Revenge*. Phone 0405 767354, ask for Martin.
■ I have over 1,800 games to swop with you, many of them new. All letters answered. Demetres Anagnostoy, 77 Ippokratous St, Athens, 106-80, Greece.
■ Wanted! Friends from anywhere to swop games (I have over 1,600), POKEs, tips, views. Reply guaranteed to those who write before 2000 AD and include list. 103 Unique Industrial Estate, Prabhadevi, Bombay, India.
■ Are you getting bored with your games? Why not swop with me? Send your list for mine to Matt Rose, 74 Wellington Street, New Whitt, Chesterfield, Derbyshire S43 2BQ.
■ Games for sale! *Twin Turbo V8, 720°, Captain Blood, Thanatos* – £2 each! *DT's Olympic Challenge, View To A Kill, Superted* – £5 each! *Arcade Muscle* – £10! Phone Alistair on 0298 22953.
■ Anyone got *Kick Off* from Anco? Will swop for *Licence To Kill* or *Batman The Movie*. Tapes only. Alan C, 182 Oakbank Road, Perth, Scotland.
■ I want to swop *Spitting Image, World Games* and/or *Gauntlet II* for any *Running Man, Arkanoid II* or *Treasure Island Dizzy*. Contact Paul Hickey, 48 Burnham Drive, Worcester Park, Surrey KT4 8SF or telephone 01 337 7270.
■ For sale – Speccy games! Send sae for a free list to Mark Cooper, 59 Lonsdale Avenue, Weston-super-Mare, Avon BS23 3SG.
■ For sale – *Roadblaster, Leaderboard* and *Firefly* for £7.99 (all). *Gryzor, Level 5* and *Barbarian* (Psygnosis) for £7.99 (all). Whole bunch – £15. Phone David after 4pm on 0542 32778.
■ I want *Black Tiger* and *Rock Star Ate My Hamster. (Why?!? Ed)* Swop with *Night Raider, The Munsters, Tiger Road* and *Last Ninja 2*. Cameron Shek, 39 Regent Street, Greenock, Scotland PA15 4PL. Must be originals.
■ I'm looking for *Tasword* and other serious software. Will swop for games. Burkhard Taige, Moorburger Kirchdeich 24, D-2400 Hamburg 90, Germany. Phone 0104940 7402530.
■ I have over 1,100 games to swop. Also desperate for *Fighter Bomber*. Send your list to S Lennox, 53 Main Street, Castle Dawson, Co Londonderry, N Ireland BT 45 8AA. Also want Interface 2.
■ We've gone completely mad! We're selling all our Spectrum software – from just 30p per item! Send sae for catalogue to 4th Dimension Software, 178 Forest Road, Kingswood, Bristol BS15 2EN.
■ Wanted, *R-Type* and *Altered Beast*. Will swop *Time Scanner* and *Power Drift*. Originals only and in good condition. Write to Tom Colton, 5 Woodbine Terrace, Gateshead, Tyne and Wear. Get writing y'all!



■ Wanted – Australian pen pals. You needn't be interested in computers. Send photo if poss, guaranteed reply. Please write to Stephen Lynch, 227 Manchester Road, Nelson, Lancs BB9 7DG.
■ Hello. Is there anyone out there in the world who has a Microdrive +D or Disciple and would like to write to me about anything to do with the Speccy? Roger Brookes, 50 Fox Howe, Coulby Newham, Middlesbrough, Cleveland TS8 0RU.
■ Help! I'm in need of a pen pal – somebody save me! I'm a 14 year old hunk who loves computers, pop music and girls so... pen out and get scribbling to 23 Highermead, Ilminster, Somerset, England TA19 0HW.
■ I'm an 11 year old in need of a pen pal to swop ideas and games etc. Please write to Stuart, 17 Nightingale Close, Larkfield, Kent ME20 6NZ.
■ My name is Gemma and I'm looking for a pen pal aged between 9-12. Please write to me and put your address in. 21 Beaufort Street, Gainsborough, Lincs DN21 2RT.
■ Tall, clever, caring 14 year old, who likes rugby, cycling and horse riding would like a female pen pal aged 13+. All letters answered. Please include a photo if possible. 36 St Johns Road, Chelmsford, Essex CM2 9PE.
■ I'm 18, male and looking for pen pals of any sex, aged 16+, with any interests and from anywhere. So write now (with photo if possible). All letters will receive replies. 17 Brige Street, Barry, South Glamorgan CF6 7LD.
■ Yo! I want some pen pals, male/preferably female, aged 13-18. I'm 15 and I'm crazy for Guns 'n' Roses. All letters answered. Bye f'now! Richard Place, 26 Ormesby Crescent, Northallerton, North Yorks DL7 8RP.
■ I'm looking for a 12-13 year old female Speccy user, willing to swop tips etc. Must be good looking so send me a photo! Write to Chris Emery, 33 Hall Lane, Leyland, Lancs PR5 1YD.
■ Sixteen year old male wants pen pals from anywhere to swop games. Have over 1,000 titles including new games. Reply guaranteed. Write to Harsh S Namdar Manzil, 4th Pasta Lane, Colaba, Bombay.



■ Join Dandelion Adventure! Write to Harlow Sanatogen Posse, 64 Cannons Brook, Harlow, Essex CM19 4EE! Help my house is on fire!! *(Good Lord! Ed)*
■ Thief Adventure! High quality graphics and design, limited special offer, only £3! Order now for quick service. Payment to P Downey, Fairbanks, School Lane, Great Leighs, Chelmsford, Essex CM3 1NL.
■ *Talisman Of Light* – new PBM. Recruit members for your party, fight hundreds of different characters. Start up £3, turns 90p. Send cash only to J Davison, 30 Clayton Street, Bedlington, Northland NE22 7JE.
■ *Arena 3001*, new PBM. Futuristic combat game. Free start-up and half price first turn!! Just send 25p + sae to David Hicks, 146 Coverts Road, Claygate Esher, Surrey KT10 0LH.
■ Sevey doesn't have one, neither does AB or Jim Steel. From The Moomin.
■ Speed saver/loader – reliably reduces tape loading time. Twenty original character sets on tape. Only £2.99 each! Cheques/POs made payable to Colin Joyce, 14 Trasna Way, Lurgan, Craigavon, Co Armagh BT66 8DL.
■ My darling Laura. Stop horsing around. All my hooves, Chink XXXX. PS I'm no Jimmy Somerville!!
■ Dear Anne, here's to another 50! Dave.
■ *Death Warz* – new PBM game of death featuring all the latest nuke weaponry. Send sae to John K, 20 Bowfell Road, Mirenhouse W/Haven, Cumbria CA28 8HQ for free details.



■ *Bugchips!* It's cool and it's got the lot – reviews, previews, help, programming etc. Send a blank tape and 70p to Adrienne Nu, Aviemore, Scotland PH22 1RH. First five people to order get a free Bugsoft adventure game!
■ *Pacat* is out now – compos, POKEs, cheats, maps, reviews, previews, plus much, much more. Send stamp plus £1 to Anth at 84 Spalding Road, Hartlepool, Cleveland.
■ *Enigma* – Mike Gerrard liked it! It's SAM, 48K and 128K compatible! Full of interviews, news, competitions and reviews. Issue Five is out now, cassette £1.99. Write to *Enigma*, 15 Westfield Road, Inverurie, Aberdeen AB5 9YR.
■ It's here! The Speccy mag with over 40 tips and 50 reviews. All this for just 50p. Send dosh to Scott Griffiths, 17 Woodstock Street, Hucknall, Notts NG15 7SP.
■ Loadsa POKEs for most games. Send an sae plus cheque/PO for £2 to Stephen Cheetham, The Lookout Post, nr Merrion, Pemborke, Dyfed, Wales.
■ The craze has started! Buy *The Mag!* Just send an sae and £1 to Simon Jenner, Sorchard Lane, Woodnewton, Peterborough PE8 5EE.
■ Learn games programming on your Spectrum with *Action*, a tape-based Z80 programming tutor. Tapes one and two available (complete beginners). £3 each or £5 for both. N Lewis, 52 Kyle Crescent, Whitchurch, Cardiff.
■ New tape magazine – *Speccy Bytes!* In Issue One – lightgun and football games special. Plus loadsa compos! Only 65p plus tape (p&p incl). *Speccy Bytes!* 19 Argyll Close, Baildon, Shipley, West Yorks BD17 6HD.
■ Dreamsoft presents *Ultratape* – with reviews, music, POKEs and also an incredible game. Only £1.30. Make cheques payable to W Anderson at Dreamsoft, 17 Grantham Park, Portadown, Co Armagh, N Ireland.
■ *Turbo*, the SAM Coupé fanzine and PD Library, includes news, reviews, MGT interview and adventures. Send sae for info to *Turbo*, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.



■ Male, 18, seeks female, 14-20. All letters answered. Please send a photo if possible. David Fishpool, 16 Johnstone Road, Newent, Glos.
■ Nineteen year old male seeks female aged between 16 and 20 as a friend or girlfriend. Anywhere near Pershore if poss. Simon Sutton, 200 Farleigh Road, Pershore, Worcester WR10 1LY.
■ Fourteen year old male seeks 13-15 year old female in the London area. I like house music, having a laugh and going to parties. Please send a photo. Write to Chris, 20 Clarence Rd, Sidcup, Kent DA14 4DL.
■ Starship fighter pilot seeks likewise female for interstellar fun. Must have good sense of humour. John Vernon, 53 Tennyson Road, Herringthorpe, Rotherham, South Yorkshire 565 2LP.
■ Lonely 13 year old male seeks female aged 12-14. Must like watching TV and going out. Please send photo. All letters answered. Chris, 12 Redcroft Green, Blakelaw, Newcastle upon Tyne.
■ We are 16/17 and klinikally insane! We seek females (16/17). We be male. Enclose photo (of anything, preferably self). Write us plenty kwick replies. Malick & Joe, 3 Duntrune Terrace, Broughty Ferry, Dundee, Scotland.
■ Two muscle-bound males seeking attractive female duo (aged 15-17) who must be enjoyable and fashion-concious. Please send letters and photos. If interested contact Iain and Aid, 43 Avonleigh Road, Bedminster, Brisol BS3 3HS. (We would prefer it if you lived in the south west.)
■ Lonely 16 year old male seeks 15/17 year old female. Must like music and going out. Send photo if possible. Mark Pollard, 9 Howick Drive, Sellers Wood, Bulwell, Nottingham NG6 7FQ.
■ Hi, I'm Sarah and I'm looking for a male 13/15. I'm 14 and like having loads of fun. I like pop music, such as New Kids On The Block, Michael Jackson and many more. I also like computers. Enclose photo please. 7 Normanton Rise, Aniaby Common, Hull HY4 YSX.
■ Thirteen year old male seeks female aged 11-14 with a Liverpool accent. Must like films and going out. Send reply with photo to Matthew Shutt, 44 Cheveley Avenue, Rednal, Birmingham 345 9RE.
■ Twelve year old wants sexy 12-13 aged girl, must be very tasty. Please enclose photo with letter to Dean Pointer, 11 Lonsdale Rd, New Rackheath, Norwich, Norfolk NR13 6QW.
■ Girls! Lonely 17 year old guy wants to meet girl of some age in Hereford area. Looks don't matter. Interest in trainspotting would be an advantage. Phone 90568 5832.

Editor Matt Bielby **Art Editor** Kevin Hibbert **Production Editor** Andy Ide **Design Assistant** Andy Ounsted **Contributors** Robin Alway, Marcus Berkmann, Joe Davies, Jonathan Davies, Cathy Fryett, Mike Gerrard, Duncan MacDonald, Paul Morgan, Jon North, Rich Pelley, David Wilson **Advertising Manager** Mark Salmon **Advertising Executive** Simon Moss **Publisher** Greg Ingham **Assistant Publisher** Jane Richardson **Managing Director** Chris Anderson **Production Manager** Ian Seager **Production Coordinator** Melissa Parkinson **Subscriptions** Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP **Mail Order** The Old Barn, Somerton, Somerset (tel 0458 74011) **Printers** Riverside Press, Gillingham, Kent **Distributors** SM Distribution, 6 Leigham Court Road, Streatham, London SW16 2PG. *Your Sinclair* is published by Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP (tel 0225 442244).

SILVERDAWN
SAM COUPE SPECIALISTS

Sam Coupe ..£169.95 Disk Drive £89.95

£10 discount if ordering together.
UK delivery £6.
Other items on request
Callers welcome for demonstration

**SILVERDAWN, 6 Retford Road, Worksop, Notts, S80 2PT.
Phone: 0909 477015**

FASTWORD
WORDFINDER / THESAURUS FOR THE SPECTRUM

Find the right words fast with this amazing 120,000 word blockbuster. Boost your word power, crack word puzzles, check spelling, and more. Now the Spectrum has the power of words, with lightning speed.

Program features:

★ Full index display of thousands of words, each with word definition and English spelling throughout
★ Instant entry to any part of the index, plus full indexing paging
★ 20 alternative words average displayed for any word selected
★ Instant display of requested information in colour or mono
★ Words used by rights agreement with Cassell plc
★ Runs on Spectrum 48K, 128K, +2 and +3 machines
★ Easy to use, with full illustrated instructions supplied
★ Transferable to any disk, M/Drive, etc, using information supplied
★ £7.95 on cassette, inclusive of first class postage by return

Cheque/PO to:

BRUCE PUBLISHING
72A Lawe Road, South Shields, Tyne and Wear NE33 2AJ

Zeppelin Games

Zeppelin Games eat, sleep and dream computer games!

We have produced award winning titles like Draconus, right through to sheer commercial licences like Kenny Dalglish Soccer Manager. We have recently moved to larger premises in Durham, and our continuing expansion programme means we require your skills as Spectrum/Z80 programmers to maintain the influx of quality Spectrum software in to our company.

If you think you have the skills to write Spectrum software or even wish to develop your skills on a free-lance basis with Zeppelin, we are waiting to hear from you.

Please write in confidence to:

**David Taylor
Head of Development
Zeppelin Games Limited
9D Penshaw Way
Houghton Le Spring
Durham DH4 6JW
or phone 091 3857755**

Q
What comes out of the same offices as Your Sinclair, only four times as often?

A
Britain's leading news-stand computer weekly magazine.

Look what it offers!

● **Weekly** packed news pages covering all the latest developments in computing.
● **Weekly** product reviews, features, technical tips, letters, analysis.

● **Weekly** SPECTRUM section packed with product news, tips and comments.
● **Weekly** shopping bargains featuring Britains most up to date products & prices.

Only 58p!

Out every Thursday in all good newsagents.

NEW COMPUTER EXPRESS

First news, best buys – every week

YOUR SINCLAIR On Spec

Classified
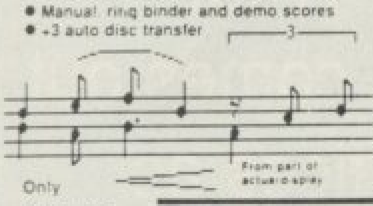
HARDWARE

Music Writer™



128/+2/+3 SPECTRUM
Three part score writing system

- Comprehensive range of music symbols
- Easy to edit and move bars
- WYSIWYH - an invaluable learning aid
- Loads and runs on all Spectrum 128s
- Manual: ring binder and demo scores
- +3 auto disc transfer



Only **£19.95**

G. Rowland
P.O. Box 49
Dagenham
RM9 5NY

NEW! "THE HACK PACK" ONLY £7.99

The ultimate hacking package, created by a professional hacker. Six programs which enable you to hack or crack any protection on any games. Gain total control of program code, search for infinite lives, dissassemble code, and much, much more.
Complete with instructions booklet with expert hints 'n' tips - featuring two proctection hacks.
Introductory knowledge of Assembler language would be helpful.

Speech Sampler £3.99 — **20 Character Fonts £3.99**
Drum Beat Machine £3.99 — **Speedy Load £3.49**
Games Aid £3.99 — **Interrupt Sounds £3.99** plus lots more

Send 20p stamp and address for FREE catalogue or order now.
Please add 50p P&P when ordering.

Sigmasoft Dept YS, 8 Pine Dale, Rainford, Merseyside WA11 8DP

YOUR SINCLAIR THE ONLY WAY TO SELL ANY SPECTRUM PRODUCT!
Phone Simon Moss NOW!!
On 0225 442244
AND MAKE THIS SPACE WORK FOR YOU!

SINCLAIR SUPPLIES

COMPUTERS

Spectrum +2	£124.99
Spectrum +3	£169.99

POWER SUPPLIES

Spectrum 48 +	£9.99
Spectrum 128 +2	£14.99
Spectrum +2A +3	£24.99

LIGHT GUNS

Magnum (48 or 128)	£29.99
Cheetah (128 only)	£24.99

OTHER ITEMS

Spectrum Membrane	£9.99
QL Membrane	£9.99
Spectrum Datacorder	£19.99
Kempston Interface	£9.99
10 Maxell CF2	£24.99
Currah Speech (48K)	£14.99
Tasword 2	£9.99

CABLES

+3 Cassette Lead	£4.99
+3 +2A Centronics	£9.99
+3 +2 Serial	£9.99

NLQ PRINTER

Mannesmann Tally MT81
Centronics 130 CPS 27 CPS NLQ
Friction Tractor £132.99

EDUCATIONAL SOFTWARE

Each Fun School 2 package includes 8 challenging programs. Prices are for Spectrum Cassette. Add £3 for disc

Fun School 2 (under 6's)	£9.99
Fun School 2 (6-8's)	£9.99
Fun School 2 (over 8's)	£9.99

BARGAIN BUNDLE

Includes Count with Oliver, Look Sharp, Numberfun, Learn to Read, Basic Arithmetic Getset. Age 4-7 £9.99

VISA

Prices include VAT & P&P. Payment by chq/PO to:
Omnidale Supplies (Dept 12)
23 Curzon Street, Derby DE1 2ES. Tel 0332 291219

Access

ZX81 SOFTWARE - SAE FOR LIST

REPAIRS

SPECTRUM REPAIRS

£14.95 inclusive of labour, parts and p&p.
Fast, reliable service by qualified engineers.
Average repair 24hrs.
3 months guarantee on all work.
For help or advice — ring:

H.S. COMPUTER SERVICES
Unit 2, The Orchard
Warton, Preston
Lancs PR4 1BE
Tel: (0772) 632686

COMPUTER REPAIRS & SPARES

Spectrum 48k, +	£16.00
Spectrum 128k, +2, +3	£22.00
QL	£27.00
Spectrum +2 Action Pack	£140.00
Spectrum +3 Action Pack	£190.00

Many spares and leads in stock.
Amstrad and Commodore also repaired
ACE REPAIRS, Dept YS3, Outways Farm, Pelynt, Looe, Cornwall, PL13 2NW
Tel: (0503) 20282

COMPUTERS WANTED

ALL HARDWARE AND SOFTWARE WANTED
For cash or exchange:
Music & Video Exchange
56 Notting Hill Gate, London
W11 (Tel: 01-727 0424)

SPECTRUM REPAIRS / SPARES

48K SPECTRUM	£14.50
48K PLUS KEYBOARD FAULT	£11.00
48K KEYBOARD FAULT	£9.00
4116 MEMORY 1C	£0.60
4164 MEMORY 1C	£2.70
280 CPU	£2.20

Many other spares s.a.e. Minimum order £5
All prices include VAT and return postage

R.A. ELECTRONICS
133 London Road South, Lowestoft, Suffolk NR33 0AX Tel: 0502 566289

SOFTWARE

SPECTRUM-SAM SOFTWARE by LERM. WITH FULL MONEY BACK GUARANTEE*

TAPE → TAPE

NEW TAPE UTILITY C2

TU.C2 PACKAGE COPIES MOST TAPES EVEN JERKY, COUNTDOWN, + FIREBIR• LOADERS. EVEN CONVERTS MANY SECURED PROGRAMS TO NORMAL SPEED FOR RELIABLE LOADING. MEASURES LOADING SPEED, COPIES EXACTLY BLOCKS - EVEN OVER 51K, + SHORT TONE LEADERS ETC. £8.50

SAM TAPE AND ASSEMBLER

SAM-ASSEMBLER - WE HAVE TAKEN OUR Z80 TOOLKIT ASSEMBLER AND RE-WRITTEN IT WITH MORE FEATURES FULL SCREEN EDITOR, ETC, ETC. YOU MUST HAVE THIS TO WRITE YOUR SAM MACHINE CODE!! £8.99
SAMTAPE - EASY TRANSFER OF YOUR SPECCY PROGRAMS TO SAM - PRESS NMI TO STOP - SAVE TO DISK, ENTER POKES, PEEK, ETC. £8.99.

PLUS-3-MATE THE DISC UTILITY AND MICROMATE

+3-MATE HAS 5 DISC UTILITY PROGRAMS INC FULL CAT, DISC REPAIR/VERIFY, LOCK-OUT, SECTOR EDITOR, MULTIPLE ERASE + FILE COPIER, DISC INFO, BOOT PROG, ETC. INCLUDES CLONE - WHOLE DISC COPIER (inc PROTECTED DISCS). ON DISC FOR £12.99 - WHY PAY MORE!
MICROMATE - SIMILAR TO +3MATE FOR MICRODRIVE. FORMATS UP TO APPROX 104K - RECONDITIONS CARTRIDGE + MUCH MORE - £11.99

TAPE → **TP1f/CU5f** → DISC **NEW**

FOR ALL DRIVES (inc M/DRIVE, +3, +D, ETC) - MANAGES SOME PROGRAMS HARDWARE DEVICES CAN'T DO.
1. CU5f - DOES HUNDREDS OF PROGRAMS EASILY INCL PULSED, COUNTDOWN LOADERS + FIREBIR• - ABOUT 50% OF SOFTWARE. £7.95
2. TRANSPACK 1f - OUR UNIQUE COMPLETE TRANSFER PACKAGE (INC 128K) - INCLUDES CU5f PLUS OTHER SOFTWARE AND SAMPLE TRANSFERS FOR PROGRAMS CU5f CAN'T MANAGE. NOT FOR THE NOVICE. £11.99
3. INFORMATION BOOKS 1, 2, OR 3. EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS. £2.50 PER BOOK.
WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE

Z80 TOOLKIT 2.

"EXCELLENT VALUE FOR MONEY"
"BRILLIANT PACKAGE"
"IF ITS NOT IN TOOLKIT YOU DON'T NEED IT". YS JULY 1988.
OUR SUPERB PROGRAM FOR ALL WHO USE MACHINE CODE - UNRIVALLED IN PRICE AND VALUE FOR MONEY. PACKAGE INCLUDES SINGLE STEP - HELPS YOU UNDERSTAND AND DEBUG M/CODE. POWERFUL ASSEMBLER WITH EASY TO USE FULL PAGE EDITOR, AND A PROGRAM TO DO THE REVERSE - M/CODE TO SOURCE. TOOLKIT WITH DISASSEMBLER, HEX TO DEC, LOADER MODE, PRINTER OUTPUTS ETC. TRANSFERS TO DISC. ONLY £8.99. AMSTRAD CPC VERSION £9.99.

STATE SPECTRUM TYPE WHEN ORDERING. (e.g 128K AND +D). * ONLY ON SOFTWARE

+3 DISKS FOR £2.30 MIN 4 - POST FREE.

UK POST FREE, +£1 EUROPE, +£2 REST

CODE COMPRESSOR AMAZING AT £4.50!

LERM, DEPT YS, 11 BEACONSFIELD CLOSE, WHITLEY BAY
TYNE+WEAR. NE25 9UU. (091)2533615 PROP:L.Evans.

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)
The **ONLY** genuine form program for British football now incorporates **SOCCEROO**, a program specially written for **AUSTRALIAN POOLS**
FOOTBALL BOXFORM is not a gimmicky play thing but a serious statistical analysis of football form. Its sole objective is to improve the chances of winning on the pools or fixed odds and the results speak for themselves. **THE PROGRAM HAS FORECAST 50% MORE DRAWS THAN WOULD BE EXPECTED BY PURE CHANCE.**
"won £930 on the first week using FOOTBALL BOXFORM" D.D. Devon
"The program is nicely presented and easily used and updated....will undoubtably prove extremely useful and profitable" Chic Computer Club.

POOLS PLANNER £14.95 (+ £2 for 3" disc)
The perm book on a computer. Gives full details of 369 entries ranging from 9 to 73960 lines and covering from 12 to 56 selections. Enter the amount you wish to stake and several examples are listed. No problem with checking... simply enter the results of your selections and the best lines are given almost immediately. Based on Lit-Blocks they are easily entered on the coupon and all are accepted by the pools firms.

RACING BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)
Two programs for the price of one. Easy to use and they never go out of date. All you need is a few minutes with a daily paper. **BOXFORM** weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas. **HANDICAP WINNER** shows the value for money bets. Over 1000 winners in 1989 handicaps at 28/1, 25/1, 20/1, 16/1, 15/1.....etc. Hundreds of winners this year at 20/1, 16/1, 14/1 etc.
"I received the tape last week and already it has paid for itself" A.G. Manchester
"highly delighted. I have had some excellent priced winners" J.D. Notts
"I am having more winning bets now than at any time since I started backing in 1956" A.B. Essex
SPECIAL OFFERS. Any 2 of the above £24.95 or all 3 £34.90 (+ £4 for 3" discs in either case). Both offers include **FREE** program to work out almost any bet. So good it's used by bookies.

RACING TOOL KIT (£49.95 tape or disc)
A package of 7 programs for the racing enthusiast. BOXFORM and HANDICAP WINNER plus programs to produce ratings and time figures, update private handicaps or form your own, keep records, work out almost any bet, etc.
"Bought your suite of programs - found them to be absolutely marvellous - quite superb" R.E.W. Wolverhampton

Why pay inflated prices? **BOXoft CLEVER** and get the **BEST**.
Available on tape or disc for SPECTRUM, CMD C64/128, AMS CPC's, BBC B. Price for 51/4" discs same as for tapes.

BOXOFT (YS), 65 Allans Meadow
Neston, South Wirral, L64 9SQ
Credit card holders may phone 051-336-2668 (24 hrs)

On Spec

YOUR SINCLAIR

Classified

SOFTWARE

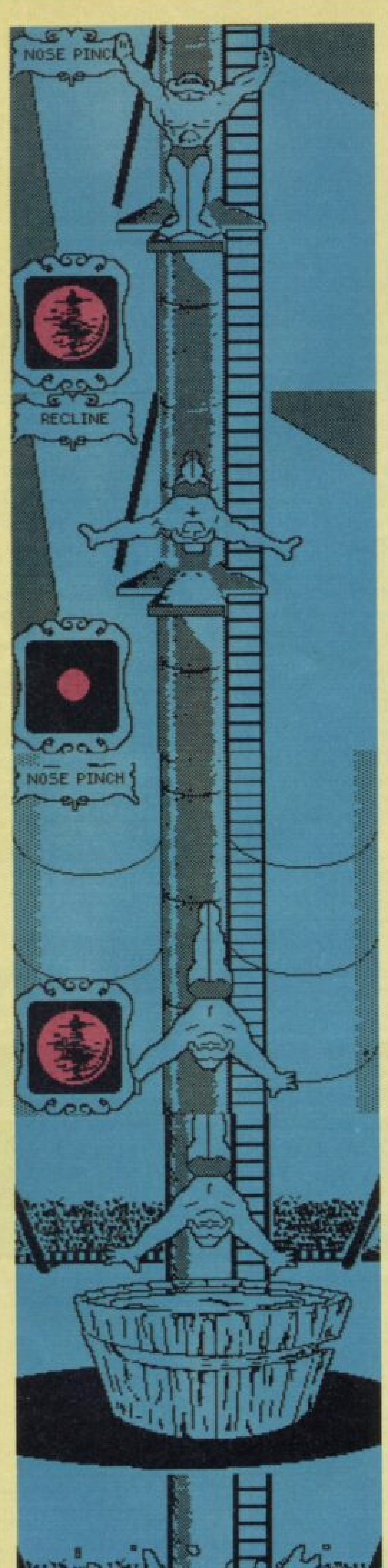
HARDWARE

UTILITIES

UTILITIES

SOFTWARE

Fiendish Fr
BIG TOP O



SPLASH!!!

Mindscape/£9.95 cass/£14.95 disk (128K only)

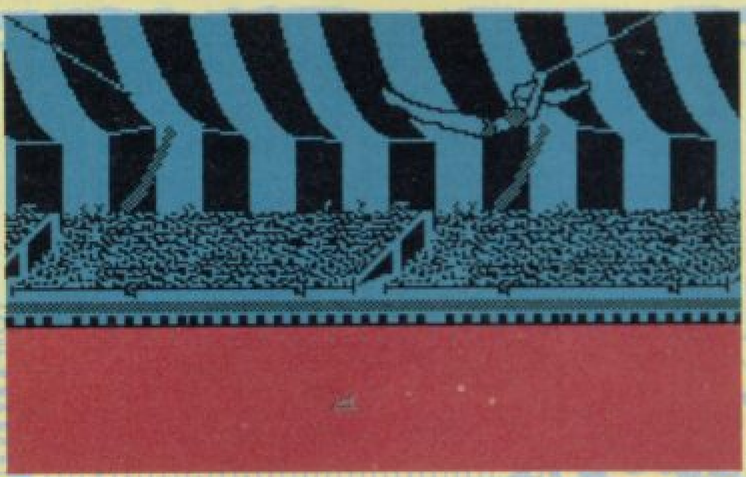
Davey Circuses may well be dubbed 'the greatest show on Earth' but they've hardly inspired many corkeroony Speccy games, have they? (Tynesoft's *Circus Games*? Nuff said.) But (but! but!) things might be about to change, 'cos here, flush from its success on the 16-bit posh-jobs, is *Fiendish Freddy's Big Top O' Fun*. Published by Mindscape, it won awards for best graphics and best ad (!) at the 1989 annual industry dinner, and, what's more, the Speccy version's been converted by Imagitec, the programmers responsible for coding that *YS* Megagame *Times Of Lore* by MicroProse. Sounds promising? Well, here we go...

Fiendish Freddy is a circus game with a difference. You play the circus owner, trying to put on the show of your life to raise enough cash to prevent your big top (o' fun) turning into a big concrete office block, courtesy of Fiendish Freddy, a wicked property developer. To stop him you need to raise $10,000! This is obviously no mean feat, especially since Freddy (they don't call him 'Fiendish' for nothing!) keeps trying to sabotage your daring exploits!

The game begins with a really nice front end sequence, incorporating both a practice option and the choice of playing either on your own or with up to five mates. Hurrah! Then you're straight into the six sub-games. First off, there's High Diving. Here, you get to spring from progressively higher platforms into progressively smaller water receptacles, performing various bizarre poses along the way! But watch out! You'd better keep an eye on the overhead view to make sure you land in the water or you'll end up feeling like a right old squashed tomato!

From here you go into the Juggling. This lets you control the unicycling clown, pedalling left and right whilst trying to catch and juggle various objects tossed to you by a seal (!). Occasionally, Fiendish Freddy lobs bombs and babies at you – drop these and you lose the sub-game.

Next you're onto the Trapeze, playing the lovely Finola. You've got to swing to and fro and time your jump between the two swings. Miss and you bite the sawdust. Pause too long and Freddy snips



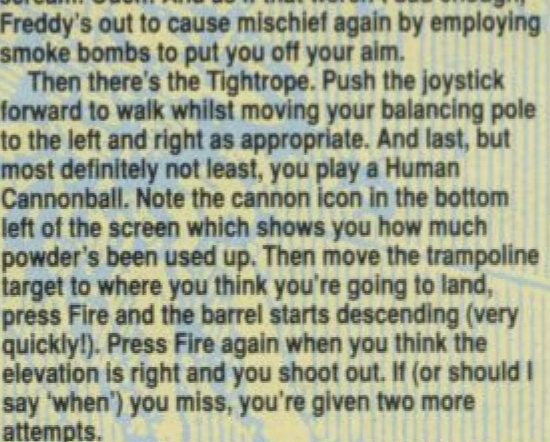
Flying high through the sky, in her beautiful, beautiful, um, blue bikini, it's the lovely Finola on the trapeze. She'd better watch out though – dawdle around too long and Fiendish Freddie'll cut her ropes, giving a whole new meaning to the phrase 'red carpet treatment'.

your trapeze ropes! It's murder!

The fourth sub-game is Knife Throwing. Pop the balloons fastened to the spinning wheel whilst avoiding your charming chum (who's also fastened to the wheel). Hit her and you hear her scream. Ouch! And as if that weren't bad enough, Freddy's out to cause mischief again by employing smoke bombs to put you off your aim.

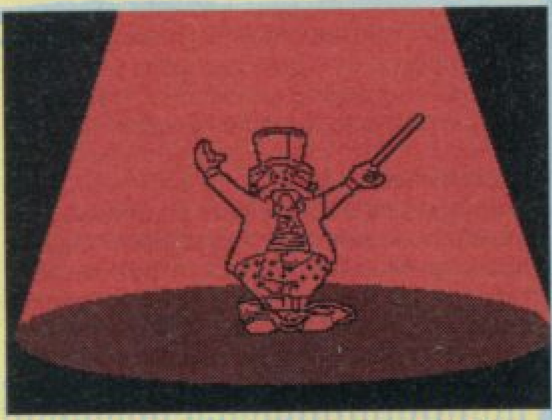
Then there's the Tightrope. Push the joystick forward to walk whilst moving your balancing pole to the left and right as appropriate. And last, but most definitely not least, you play a Human Cannonball. Note the cannon icon in the bottom left of the screen which shows you how much powder's been used up. Then move the trampoline target to where you think you're going to land, press Fire and the barrel starts descending (very quickly!). Press Fire again when you think the elevation is right and you shoot out. If (or should I say 'when') you miss, you're given two more attempts.

At the end of each sub-game, some animated clown judges appear on-screen. They decide on



Eek! Jeffy Joe, the juggling unicyclist, demonstrates to Fergie how not to hold Princess Newguinea... er, Yourgenie, er... oh, I give up.

...eddy's ...FUN



Blimey, looks like the ringmaster and I share the same taste in snazzy boxer shorts!!

the sum of dosh your performance warrants – get $10,000 of course and you've completed the game (either way you'll cue another nice graphics routine).

And, er... that's it. "Blimey, I never knew there was so much in it!" I hear you cry, and of course there's a catch. Yep, it's a multiloader nightmare! The cassette version comes on what looks like a C120, whilst the +3 version comes on two double-sided disks! Mindscape tells me that it deliberately chose this option rather than lose whole chunks of the game and I can see the point, but it's a tad tiresome all the same.

On the whole though I really liked *Fiendish Freddy* – the graphics are brilliant and amusing, there's nice sound, lots of variety and a copious dollop of gameplay. The better you get at the game, or indeed each separate sub-game, the more you'll cut the multiloading to a minimum. Basically, I'm going to mark this one highly, but take that mark as being for the disk(s) version. I fear that on cassette you'll end up spending more time loading *Fiendish Freddy* than playing it (especially if you're crap!).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
75°	89°	80°

INSTANT APPEAL 80°

DIAGNOSIS
Six brill tongue-in-cheek circus games, but hampered by 'probably the world's largest multiload'.

80°

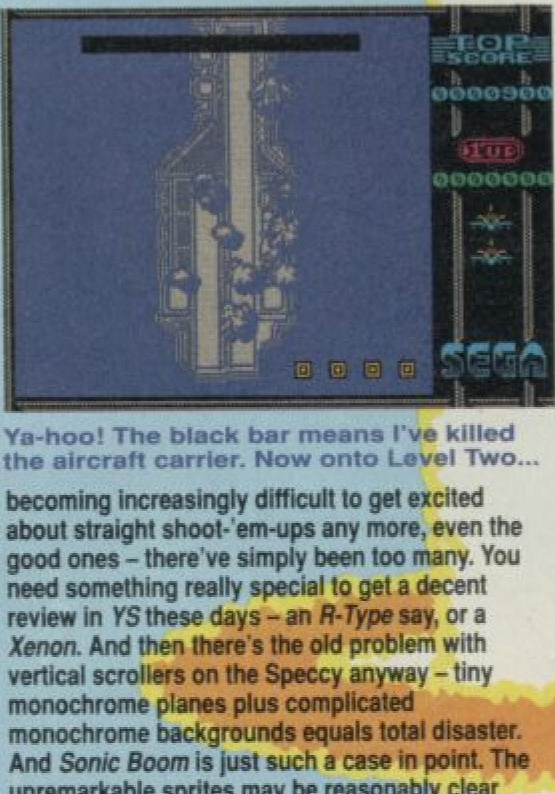
SONIC BOOM

Activision
£9.99 cass/£14.99 disk

Matt (Yawn.) Oh sorry, didn't see you there. I'm afraid I was just dozing off. You see, *Sonic Boom* has to be the most snooze-worthy game I've seen in weeks. It's almost criminally boring. (And at £9.99/14.99 rather criminally overpriced too! There are much more entertaining budget games around, for goodness sake.) But hold on! Let's rewind for a smattering of plot and stuff before we go any further.

What we've got here is a very traditional six-level shoot-'em-up based on a minor (extremely minor) Sega coin-op. It's a vertical scroller, with oodles of enemy planes, tanks and so on coming at you in waves and a giant end-of-level nasty on each stage. Yup, it's just like *1943*, *Scramble Spirits* and a million others (just not as good).

So what's gone wrong? Well, to kick off, it's



Ya-hoo! The black bar means I've killed the aircraft carrier. Now onto Level Two...

becoming increasingly difficult to get excited about straight shoot-'em-ups any more, even the good ones – there've simply been too many. You need something really special to get a decent review in *YS* these days – an *R-Type* say, or a *Xenon*. And then there's the old problem with vertical scrollers on the Speccy anyway – tiny monochrome planes plus complicated monochrome backgrounds equals total disaster. And *Sonic Boom* is just such a case in point. The unremarkable sprites may be reasonably clear most of the time, but the bullets certainly aren't! For ages I thought I must be flying into some extra-tall buildings or invisible walls when my plane kept blowing up for no reason, but no, Activision assured me otherwise. I just kept getting hit by all-but-invisible bullets, that's all. How frustrating.

As with many of these things, each level has a theme to it – on the first you have to fly over a city, then reach the sea and do battle with a giant aircraft carrier, on the second you cross some pipelines, then take on an oil rig and so on. Submarines, giant dams, even a sci-fi backdrop all crop up sooner or later, which makes it sound like there's a lot of variety. There isn't. This is uninspired Speccyvision we're talking about here, and everything looks practically the same.

Graphics aside, gameplay isn't, perhaps, too bad (in a very samey sort of way). The main point of interest, I guess, is the selection of bonus weapons you can build up (using icons collected from shooting down baddie 'waves'). These take the form of extra wings that attach to the sides of your plane – up to four are collectable, adding such goodies as backwards-firing shots and more powerful smart bombs, the best being a wall of death that crushes everything on-screen.

It's quite a hard game too (and not just because



Squint a little and you'll see we've managed to pick up a little add-on plane power-up over on our left wing there.

of the invisible bullets), though probably not quite as difficult as the coin-op version (which was blooming impossible apparently). As such, it might prove quite a challenge to the more determined shoot-'em-upper. Not for me though – I found it a real test of will to keep going past the big aircraft carrier (the first end-of-level nasty). I'd simply lost all interest by then, but persevere I did, just to make sure things didn't suddenly get better. And they didn't. (Honestly, the things I do for you readers.)

So what's it all mean, eh? Has Activision, one of the biggest software houses in the country, nay, the world, suddenly gone terminally crap? Well no, not really. It's just that theirs is the sort of deal-making that buys great big wodges of arcade licences at once, scooping up a few crappish ones that Sega (or whoever) couldn't really have sold otherwise along with the potential mega-hits. All we're doing here, folks, is indirectly paying the price for *Power Drift*.

And so to the conclusion. Um, what can I say? If you really like shoot-'em-ups then you may (just may) get some fun out of *Sonic Boom*. Otherwise, well, I played it on auto-pilot and they probably wrote it on auto-pilot, so purchase at your peril.

finalverdict

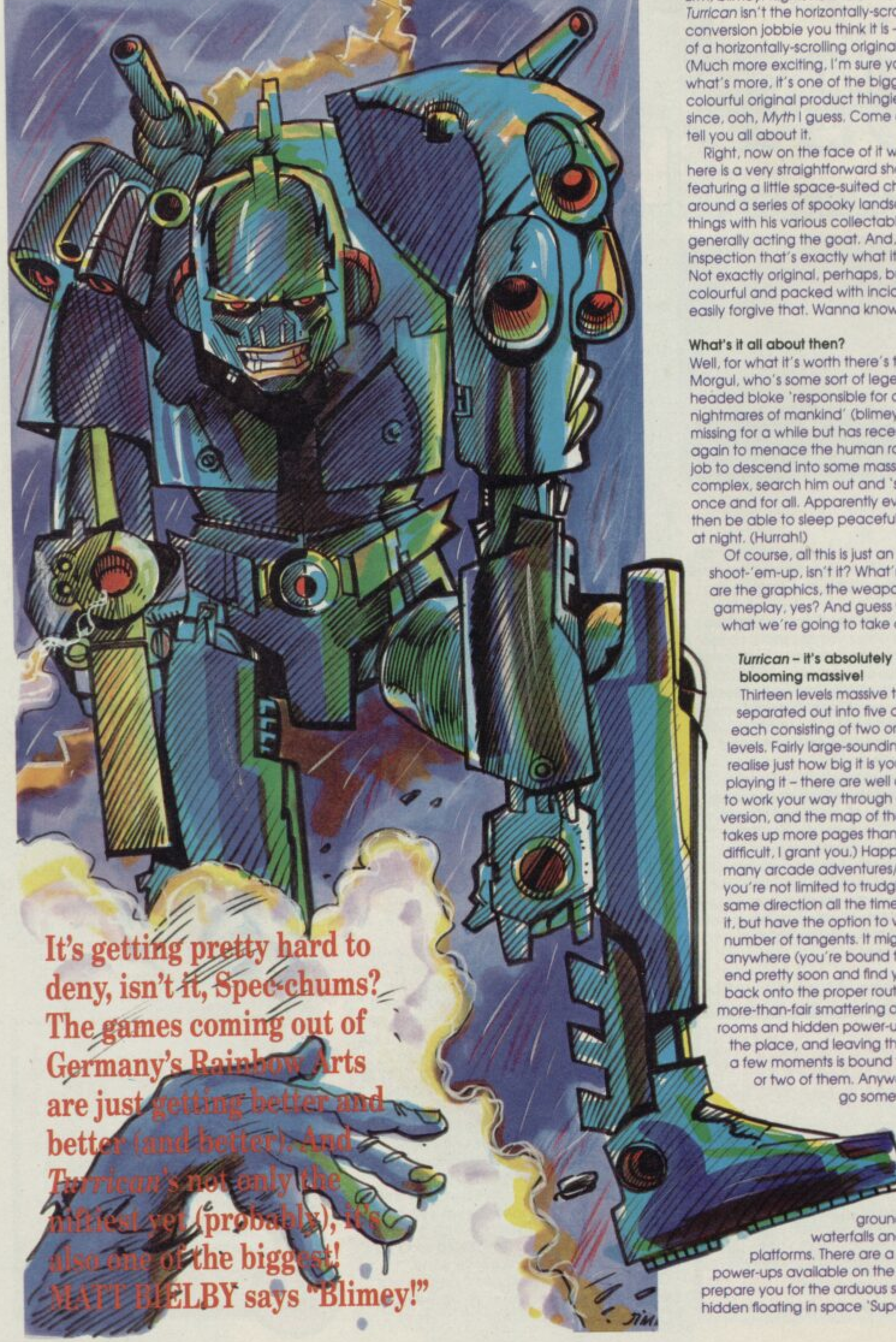
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
63°	58°	45°

INSTANT APPEAL 49°

DIAGNOSIS
A dull shoot-'em-up with no outstanding merits. If you like 'em difficult then fine. If not, steer clear.

52°

TURRICAN



It's getting pretty hard to deny, isn't it, Spec-chums? The games coming out of Germany's Rainbow Arts are just getting better and better (and better). And *Turrican*'s not only the niftiest yet (probably), it's also one of the biggest! MATT BIELBY says "Blimey!"

Erm, blimey! Right, now listen here everybody! *Turrican* isn't the horizontally-scrolling arcade conversion jobbie you think it is – it's, erm, more of a horizontally-scrolling original product thingie. (Much more exciting, I'm sure you'll agree.) And what's more, it's one of the biggest and most colourful original product thingies we've seen since, ooh, *Myth* I guess. Come over here and I'll tell you all about it.

Right, now on the face of it what we have here is a very straightforward shoot-'em-up, featuring a little space-suited chappy running around a series of spooky landscapes, shooting things with his various collectable weapons and generally acting the goat. And, erm, on closer inspection that's exactly what it turns out to be. Not exactly original, perhaps, but it's so big, colourful and packed with incident that we can easily forgive that. Wanna know more? Read on!

What's it all about then?

Well, for what it's worth there's this chappie Morgul, who's some sort of legendary three-headed bloke 'responsible for all the fears and nightmares of mankind' (blimey!). He's been missing for a while but has recently cropped up again to menace the human race, and it's your job to descend into some massive underground complex, search him out and 'settle his hash' once and for all. Apparently everybody will then be able to sleep peacefully in their beds at night. (Hurrah!)

Of course, all this is just an excuse for a shoot-'em-up, isn't it? What're really important are the graphics, the weapons and the gameplay, yes? And guess what? They're what we're going to take a look at now!

***Turrican* – it's absolutely blooming massive!**

Thirteen levels massive to be precise, separated out into five distinct worlds each consisting of two or three individual levels. Fairly large-sounding so far, but to realise just how big it is you have to start playing it – there are well over 1,000 screens to work your way through on the Speccy version, and the map of the whole thing takes up more pages than the Bath A-Z! (Not difficult, I grant you.) Happily, and unlike many arcade adventures/shoot-'em-ups, you're not limited to trudging along in the same direction all the time if you don't fancy it, but have the option to wander off on any number of tangents. It might not get you anywhere (you're bound to meet a dead end pretty soon and find yourself forced back onto the proper route) but there's a more-than-fair smattering of secret bonus rooms and hidden power-ups dotted around the place, and leaving the beaten path for a few moments is bound to lead you to one or two of them. Anyway, your journey will go something like this...

World One

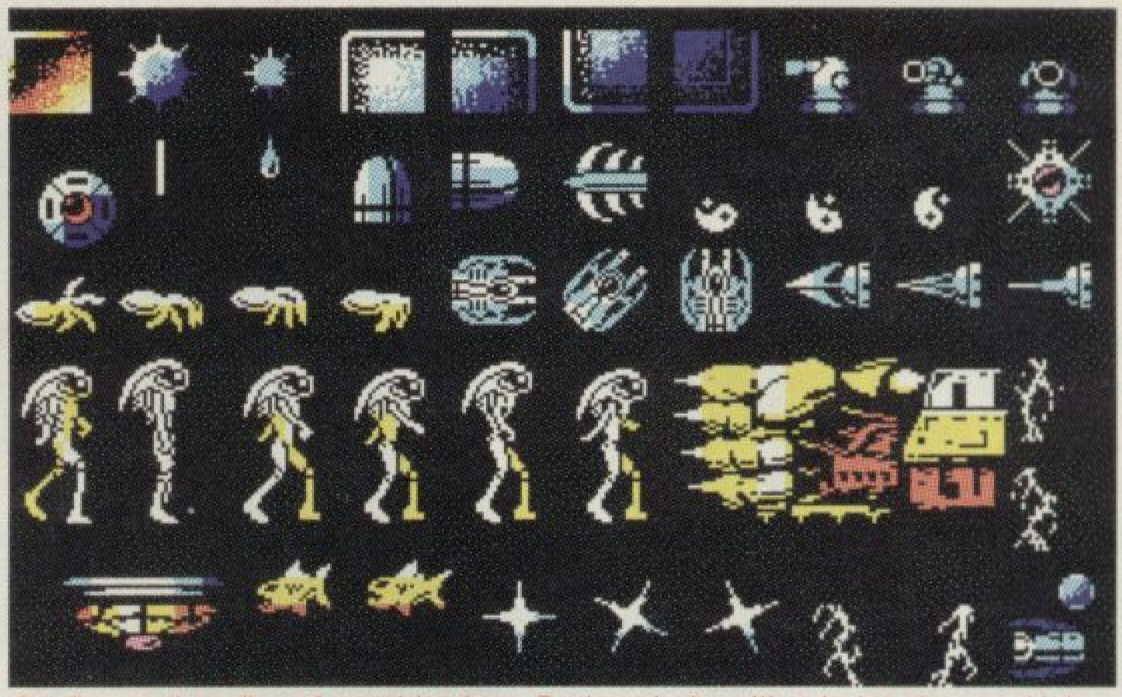
This series of three levels takes place mainly above ground, across ravines, waterfalls and various floating platforms. There are a squillion hidden power-ups available on the first level to prepare you for the arduous slog ahead, often hidden floating in space 'Super Mario Brothers

style'. Try standing on a suitably prominent rock or platform and waving your 'Megablast' about (oo-er). More than likely you'll luck upon something.

What else do you get in this section then? Well, on the second of the levels a giant armoured fist bounces around trying to squish you, while at the end of the third you have to make your way into the convoluted underground tunnel system for the rest of the game (you'll have to shoot your own entrance though, which may take some doing).

World Two

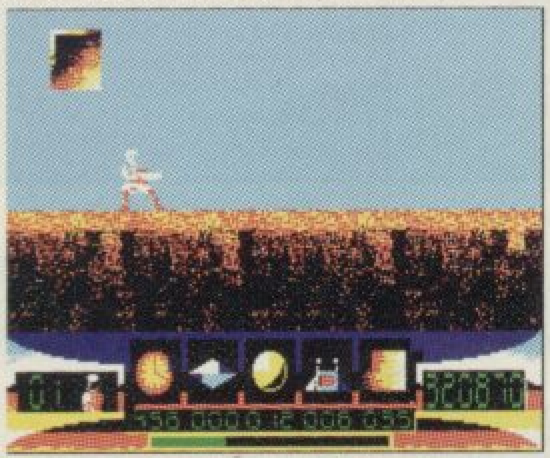
A-ha! And here we are underground, basically descending down a series of tunnels (one neat touch sees the background get darker and spookier as we go down) past all sorts of nasty stuff. On the first level you have to take out a giant piranha fish (good job it wasn't a candiru or 'willy fish', eh, Spec chums?), while on the second you've got to avoid some semi-intelligent bat-like things hanging from the ceiling and firing (or is it spitting? – I couldn't quite tell) some horrible icky stuff at you.



Oodles and oodles of graphics from *Turrican* just waiting to be dropped into place – check out the giant fist from the World One, piranhas from World Two, spiders from the '*Aliens*' bit, and a bizarre 'rasta' monster from later on.

World Three

Yikes! The further down we go, the spookier it all gets! These levels are heavily influenced by the spooky dead-animal-carcas look from the film *Alien*, packed full of slimey rib-cage-like tunnels and some suitably 'orrible critters. There are bats, rather nicely animated (if 'nice ' is the right



Here we are at the start of the game – not much happening, is there?

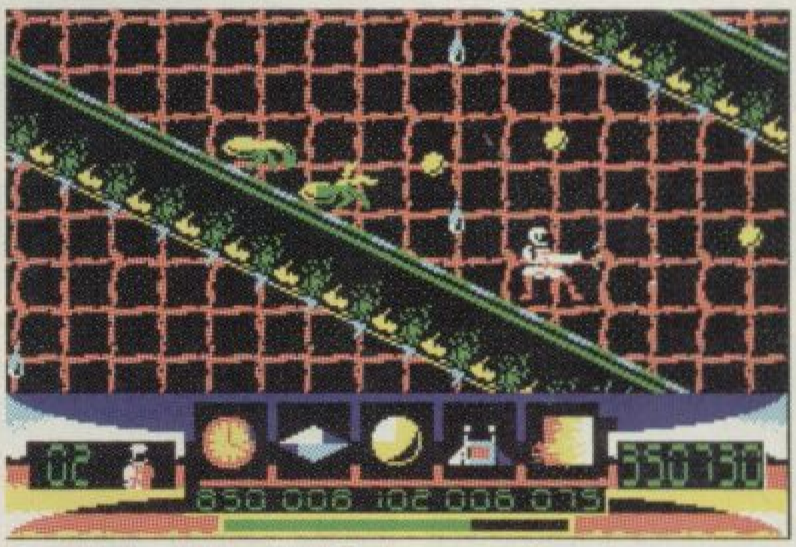
word), grasping hand-shaped spiders and some of the ugliest, wriggliest maggots you ever saw. It's easy to fall into a pool of seething greenish parasites at the bottom of the first level (from which there's no escape) too, but they save the real nasty for the second section. He's a giant *Alien* lookalike, with three heads (unlike the movie original) but a similarly bad attitude.

World Four

I'm not quite sure why they saved it for this late in the game, but the levels that make up this world feature probably the neatest visual effect of the whole game – some rather nifty parallax scrolling. *(What's parallax scrolling when it's at home then? Reader's voice)* Well, basically it's the effect you get when the background and foreground images scroll at a different rate from each other giving a real feeling of 3D depth to the proceedings. Of course, it's extremely rare on the Speccy, so it's truly excellent to see it here. Hurrah!

What else? Well, at one point they drop you down past some quite spectacular and 'bigger-than-the-screen' mechanical star-shaped things (a sequence for which the parallax scrolling is used to good effect) and later on a particularly nasty monster makes its gruesome appearance. 'He' basically consists of a set of giant mechanical jaws, which get spookily and inexorably pulled towards you on a rewinding chain. Yikes!

There's a rather nifty end-of-level baddy too, which consists of various parts that all sort of whoosh together (rather like the big helicopters in *Silkworm*, if you remember those). All in all then probably one of the most impressive and spectacular sections of the game.



Eek! It's the '*Aliens*' bit! Best prepare for colour overload, Spec-chums!

World Five

Nearly there now, but not before you come across a whopping great maze to shoot your way out of, then face the arch-baddy Morgul.

Didn't I tell you about Morgul already? You know, he's the chap who's apparently 'responsible for all the fears and nightmares of mankind'. Or, to be more specific, he's a sort of cube. There are two heads on the sides of the box which we see in profile and which shoot bullets at you, while the main central one just leers. Eek! (No clues as to what he looks like from the back though.) Get rid of him and you've saved the day.

Rainbow Artists

And who were the chaps responsible for the Speccy version of *Turrican* then? Why, it's none other than our old friends at Probe Software (as you might have gathered since I've mentioned them a couple of times already). Darren White was the programmer, Jason Green the graphic artist, and Jo Bonar the project manager type chappie who got them both together. The team last worked together on the Spectrum version of *Spherical* for Rainbow Arts, and all three declare themselves well pleased with the results you see here. Hurrah!

FAX BOX

Game	Turrican
Publisher	Rainbow Arts
Programmers	Probe Software
Price	£8.99 cass/£12.99 disk
Release Date	May

Turrican Power

One of the great things about *Turrican* is the wide range of weapons you get to use. There are oodles of them! (Well, nine.) And here they all are...

Energy Line The equivalent of a smart bomb, it sends walls of force outwards from the main character, killing everything (just about) in its path. If part of the scenery gets in the way and blocks some of it off the rest will keep going (if you see what I mean).

Laser Fires a long thin beam of force (obvious really).

Giro-mode A weird one this. Exceptionally useful when going downhill into the bowels of the earth (useless for going upwards though – you simply can't), this essentially turns you into a totally indestructable spinning buzz-saw device. Brilliant!

Mines You get three of these (as with all weapons) which you can drop where you're standing, then run away before they explode.

Megablast Like a giant light sabre, this is upgradable to a truly humungous length by collecting power-ups.

Grenades These fire forwards in a straight line as opposed to a sort of lobbing movement (more like rockets really).

Ordinary Shots You start off with a single peashooter jobbie, but soon get a triple-firing device (which spits bullets out at different angles). There's even one that fires in six different directions! (Blimey!)

G

2



Black Tiger
from U S Gold

US Gold have had major hits with Strider and Ghouls 'n' Ghosts. Now comes their latest horizontally-scrolling action game, Black Tiger.

In a similar fashion to Ghouls, the objective is to charge through horizontally-scrolling levels, climbing ladders and following red arrows to the end of the level. Along the way, fight ugly gargoyles, snakes and even deadly orchids using your powerful weaponry. When the going gets tough, disappear inside the shop, pick up some extra weapons, and go out for another merry blast.

If you're a fan of horizontally-scrolling action games, you'll love this one.

Black Tiger

		PRICE	CODE
Amstrad CPC	Cass	£ 9.99	BF840AC
Amstrad CPC	Disk	£14.99	BF841AD
Commodore 64	Cass	£ 9.99	BF842CC
Commodore 128	Disk	£14.99	BF843CD
Spectrum 48	Cass	£ 9.99	BF844SC
Atari ST	Disk	£19.99	BF845ST
Amiga	Disk	£24.99	BF846AM

ET ONE FREE!



4

Cabal from Ocean

Go crazy in cartoonland with Cabal. A lone trooper, he's dropped behind enemy lines and must fight his way back home. Level after level must be cleared of buildings and bad guys with machine guns, grenades and bazookas. It looks like Operation Wolf for the under fives but plays like a vet.

Cabal

		PRICE	CODE
Amstrad CPC	Cass	£9.99	BF855AC
Amstrad CPC	Disk	£14.99	BF856AD
Commodore 64	Cass	£9.99	BF857CC
Commodore	Disk	£14.99	BF858CD
Spectrum 48K	Cass	£9.99	BF859SC
Spectrum +3	Disk	£14.99	BF860SD
Atari ST	Disk	£19.99	BF861ST
Amiga	Disk	£24.99	BF862AM

ORDER HOTLINE 0458 74011

Post to: Big Four Mail Order, The Old Barn, Somerton, Somerset TA11 7PY

YES, I want to take advantage of this remarkable way of buying software.

The game(s) I would like to BUY are:

Title	Machine	Order Code	Price

The game(s) I would like FREE are: (You may claim one free title for each game bought. The total price of the free game(s) must not be greater than the total price of the paid-for game(s).)

Title	Machine	Order Code	Price
			FREE!
			FREE!

NAME

ADDRESS

POST CODE

PAYMENT BY: ☐Cheque ☐Access ☐Visa

CREDIT CARD NUMBER

EXPIRY DATE

Please make cheques payable to "Big Four Mail Order".

FUTURE - SHOCKS

Yikes! We've run out of space and there's hardly any room left for Future Shocks! Boo-hoo! (Don't worry though – next month we'll be back up to full strength with pages and pages of spanking new games.) In the meantime though, feast your mince pies on these...



A couple of the static scene-setting screens from Infogrames up-'n'-coming *Hostages*. Hang about, shouldn't Lewis Collins be in there somewhere?



Hostages
Infogrames

Eek! It's a French game! And we all know what that means, don't we, Spec-chums? That's right – it's going to be incredibly, incredibly weird! Maybe not quite as weird as *Purple Saturn Day* or *Captain Blood* perhaps, but spooky enough all the same!

Hostages tells the tale of an SAS-type siege on an Embassy, but this time (being a French game) the Embassy isn't in London, it's in Paris, and it's the 'State Police Intervention Group' who are making the assault. Gameplay is a strange mixture of strategy and arcade, with the player controlling six gendarmes – three snipers he must position around the base of the building to provide covering fire, then a trio of assault troops which he must drop onto the roof by helicopter.

You control all the men at once, so you need to keep a firm grasp on where everyone is and what they should be doing at all times. (It wouldn't be much use having two of the snipers playing *Snifty Snakes* when they should be watching the building, would it?) Beyond this initial scenario what happens is really up to you, though the plan would seem to be to send your men abseiling down the side of the building and smashing in through the windows. (What they find then depends on which window they go in, we suppose.)

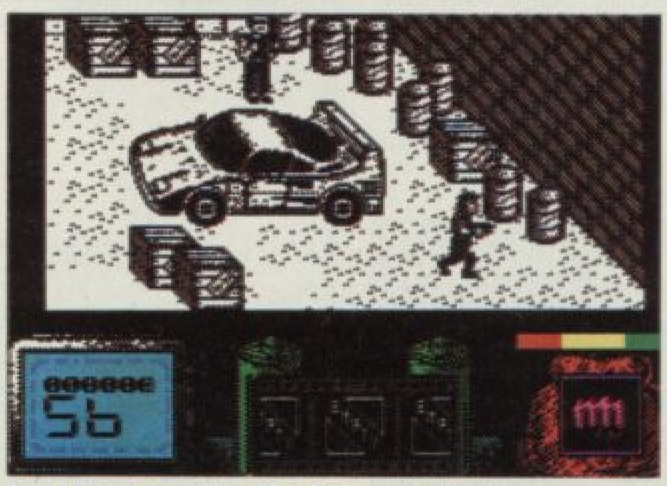
Yup, it all sounds like it could be pretty tense and exciting, doesn't it, Spec chums? Watch out for a complete *YS* review any issue now!



One of your men has entered the building and is about to liberate that potted plant. Note the floorplan in the top right corner, and the locations of your other men (Tango, Delta, Hotel etc are their code names) dotted about the building.

Vendetta
System 3

Missing its review in this issue by a mere matter of minutes, we've just got space to show you a quick glimpse of the Ferrari F40 you drive in this latest offering from System 3. Long term readers may remember our (slightly sarky) comments that the blooming thing looked more like a Capri with a boot spoiler when we showed you early screens of the game a few months ago – well, it's nice to be able to say they've fixed it (and we were wrong, hem hem). By the way, the game's an intriguing combination of the normal System 3 'walk about a bit, collect things, beat people up a bit' gameplay mixed in with a *Roadblasters/Overlander* driving shoot–'em-up. It'll be available by the time you read this, and we'll be reviewing it next ish. Can't say fairer than that, can we?



Less like a Capri – the Vendetta F40.

520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with ½Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399
INCLUDING VAT

1Mb DISK DRIVE
£450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralien	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99

FREE ATARI BUNDLE VALUE: £458.97

With SM124 mono monitor: £498 INC VAT   With SC1224 colour monitor: £698 INC VAT

ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE

520ST-FM EXPLORER PACK
WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260 +VAT= £299

FREE! LITERATURE RETURN COUPON NOW!

+ SM124 mono monitor: £398 INC VAT   + SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



£499
INCLUDING VAT

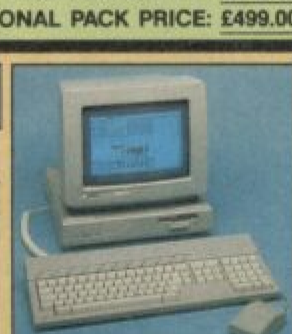
With SM124 mono monitor:	£598 INC VAT	
With SC1224 colour monitor:	£798 INC VAT	

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98
NORMAL RRP:		£884.82
LESS DISCOUNT:		-£385.82
PROFESSIONAL PACK PRICE:		£499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST	4Mb MEGA ST
£899 INC VAT	£1199 INC VAT
+mono monitor = £998	+mono monitor = £1298
+colour monitor = £1198	+colour monitor = £1498



DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

* TEXT-FLOW AROUND GRAPHICS
* ROTATION OF TEXT & GRAPHICS
* SLANT OR TWIST ANY OBJECT
* POSTSCRIPT COMPATIBLE
* TAG FUNCTION
* AUTO/MANUAL KERNING & HYPHENATION
* GROUPING OF OBJECTS

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.

PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.

DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.

THE FULL STOCK RANGE: All of your Atari requirements from one place.

AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.

FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.

PRICE MATCH PROMISE: We will match competitors on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept 23-YOURS-0690, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

Postcode: ....

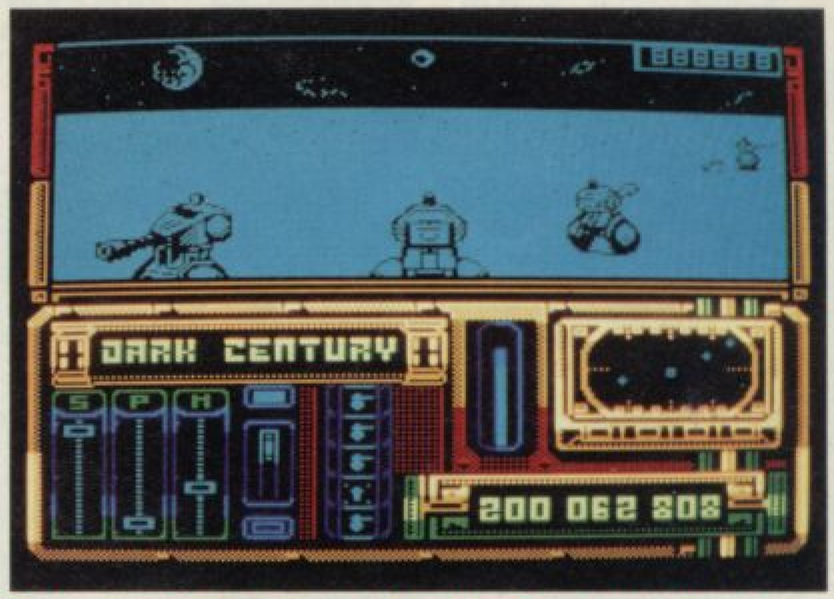
Do you already own a computer
If so, which one do you own? ....

DTP ☐

Dark Century

Titus

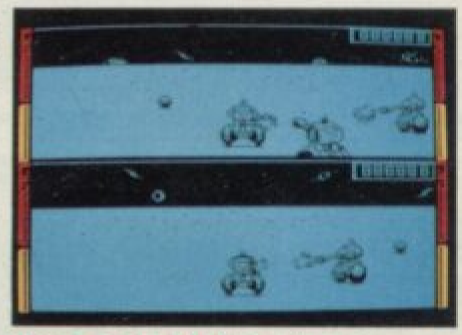
It's been a bit quiet on the Titus front recently, but now they're back (back! back!) with a brand new futuristic tank shoot-'em-up, featuring oodles of the little two-wheeled blighters (up to six controlled by each player) and an interesting option which allows you to program your vehicles! The scenario has oodles of dangerous criminals escaping from their space prisons in a squadron of tanks, while you play the pursuing wardens, though presumably in two-player mode you can both act as crims if you so wish. Gameplay can be similarly tailored – either straight shoot-'em-up with the various bits of heavy artillery blasting the beejabbers out of each other, or a more strategic thing, where the various programmable abilities of your machinery can be used to full effect. You can get one or more of your weapons to act in just about any bizarre way you see fit half way through the game! More details in the full review, which we'll hopefully be able to bring you next issue!



Set on a moon-like planetoid and jam-packed with little '*Transformer*' tanks, *Dark Century* is as far removed from a serious tank game as you can get – or so you'd think. Actually, there's some strategy involved.



And here's the selection process. How many players, how many tanks per player, what sort of tanks? (All that sort of thing.)



Here we are in two-player mode, with the little tankettes shooting away at each other. Notice the two different viewpoints of the same action.


NINJA SPIRIT
SCORE-00001250 HIGH-00000000
IMAGES DESIGN
SCORE-00000000 HIGH-00000000
ATARI ST SCREENS SHOWN
ACTIVISION
NINJA SPIRIT © 1988 IREM CORPORATION. LICENSED TO ACTIVISION (UK) LIMITED.
Consumer Support Tel: (0734) 310003
VISA
AMERICAN EXPRESS
Mail Order: Intermediates Ltd. P.O. Box 847, Harlow CM21 9PH Tel: (0279) 600197